Lone Wolf Club Newsletters

Joe Dever is the creator of the bestselling *Lone Wolf* adventure books and novels. He is the creator and editor of the original *Lone Wolf Club Newsletters* that were published between 1985–96.

Paul Bonner is the illustrator of the World of Lone Wolf books, some illustrations of which are reproduced herein.

Gary Chalk is the main illustrator of the early *Lone Wolf Club Newsletters*.

Cyril Julien is the artist responsible for the *Lone Wolf* graphic novel *The Skull of Agarash*, some artwork of which is reproduced herein.

Brian Williams is the main illustrator of the later *Lone Wolf Club Newsletters*.

Fan material included herein such as illustrations, fiction and quizzes are © the respective authors and artists.

Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

Jonathan Blake – providing better quality scans of artwork taken from the books. (#9, #10, #13, #16, #17, #26–#30)

David Davis – allowing scanned copies to be made of his near-complete collection of *Lone Wolf Club Newsletters*. (#1, #2, #3, Summer Special 1985, #4, New Year's Special 1986, #5, Summer Special 1986, #6, #7, New Year's Special 1987, #8, Summer Special 1987, #9–#23, New Year's Special 1993, #24–#30)

Andy Harris – providing scans of New Year's Special 1985 and other missing pages. (#4)

Paul Haskell – providing better quality scans of artwork taken from the books. (#1, #2, New Year's Special 1985, #3, Summer Special 1985, #4, New Year's Special 1986, #5, Summer Special 1986, #6, #7, New Year's Special 1987, #8, Summer Special 1987, #9–#18, #20–24, New Year's Special 1993, #29)

Fraser Hjorring – providing scans of missing pages. (#22, #23, New Year's Special 1993)

Daniel Hulse – providing scans of missing pages. (#10, #11, #12, #13)

Ingo Klöcker – proofreading and editing. (#1)

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Simon Osborne – compiler and maintainer of this document.

Timothy Pederick – additional editing. (New Year's Special 1993)

Dominic Roberts – providing scans of missing / damaged pages. (#15, #16, #17, #18, #19, #20, #21)

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Illustrations copyright © 1993 **Cyril Julien** (#25)
Illustrations copyright © 1986–1996 **Brian Williams** (#7, New Year's Special 1987, #8, Summer Special 1987, #9–#23, New Year's Special 1993, #24–#30)

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Effort has been made to display the information as close to the originals as possible. Although this has not been possible for all things—for example, the actual fonts used—the result is as close to the originals as they could be.

Scans of the original *Newsletters* have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.

Notes:

We have removed all addresses from the Kai Konnection pen-pal sections of each *Newsletter*, leaving just the country of origin. This is both out of courtesy to those who wrote in, and also to comply with various Data Protection laws around the globe.

Newsletter #3: We have slightly revised the original page layout of this *Newsletter* for clarity. The original sequence of pages was as follows: Page 1—Title Page; Page 2—blank page; Page 3—Monastery Mailbag (Part I); Page 4—Lone Wolf Software advert; Page 5—Monastery Mailbag (Part II); Page 6—Competition; Page 7—Lone Wolf T-shirt advert; Page 8—blank page.

Newsletter #4: In the "Of the Coming of Grey Star" section, the Wytch-king is consistently called Shazarak. Although this is not in harmony with the spelling ultimately presented in the published Grey Star books, we have opted to keep the original spelling here as an insight into the history of the series.

Newsletter #13: In the Word Search puzzle on page 12 of this *Newsletter*, one of the words to be found is Cloeasia. However, the compiler mistakenly missed out the 'A', so the word you need to find is CLOESIA. No mention is made of this in the solution in the following issue.

Newsletter #23: An amendment has been made on Page 9 to the Order Form for *The Deathlord of Ixia*. The original text read: "ORDER NOW AND YOUR SIGNED COPY OF 'THE LEGACY OF VASHNA' WILL BE SENT TO YOU BY RETURN POST." Amazingly, the book cover alongside it was from *The Deathlord of Ixia*!

LONE WOLF CLUB

Newsletter No I

Dear Member,

Welcome to the LONE WOLF CLUB, and to this the first Club Newsletter. You will find enclosed a sheet of six address labels which will enable you to receive regular LONE WOLF CLUB Newsletters as soon as they are released. Simply fill in your name and address on the labels, and send us in the same number of stamps and labels. (Do not stick the stamps onto the labels, though; keep them separate.)

Send them to:

THE LONE WOLF CLUB,
SPARROW BOOKS,
17–21 CONWAY STREET,
LONDON,
W1P 6JD

You will receive the number of Newsletters equivalent to the number of labels and stamps that you return.

FUTURE RELEASES

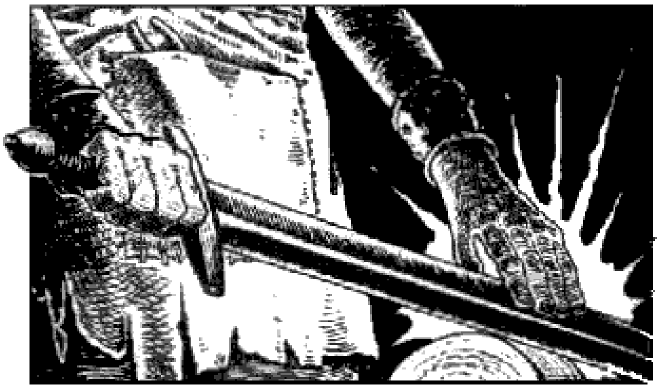
Work on Book 3 of the Lone Wolf series entitled THE CAVERNS OF KALTE has been completed, and here is a description to whet your appetite for more adventure:

> The story is set one year after the events in FIRE ON THE WATER. Vonotar has escaped to Kalte, an arctic wasteland about four hundred miles to the north of Sommerlund, where he has become ruler over the Ice Barbarians of that region. When the people of Sommerlund find out that he's still alive, they are outraged and demand that he be captured and made to stand trial for the betrayal of his country. This sets the scene for Lone Wolf's quest, for he must venture to Kalte, capture the traitor alive and return with him to Sommerlund. As in Book 2, there is a limit to the time in which you have to complete the mission. You have thirty days to fulfil your quest and return to your ship, or it will be forced to set sail without you to avoid getting trapped in the winter pack ice.

Also, just few hints for Club Members on what to watch out for in Book 3:

> Without giving too much away, we can say that if you've successfully completed Books 1 & 2, you'll already have gained a lot of valuable information and Special Items that will be an advantage to you in Kalte. Unlike previous adventures, this one is set in a naturally hostile land. Most of the action takes place in temperatures of –20° F, so the reader will constantly be faced with the dangers of frostbite and exposure, in addition to a host of other perils. We both really enjoyed writing and illustrating this adventure, and we hope that Club Members will find it the most challenging of the Lone Wolf books so far.

THE CAVERNS OF KALTE will be released on September 24th, price £1.50. Book 4, THE CHASM OF DOOM, is now scheduled for release early in January 1985, a preview of which will be given in the next LONE WOLF CLUB Newsletter.



Now, on to the first **LONE WOLF CLUB COMPETITION**.

The LONE WOLF CLUB competition crossword has been based around characters and events found in Lone Wolf Books 1 & 2. Entries must be in before September 24th 1984, and entries received after this date will not be counted, so do get them in to us as soon as possible. All winners will be notified by post no later than October 10th.

Before we tell you how to enter the competition and give you the clues, just a brief mention of the prizes that will be won.

First Prize

The first correctly completed entry picked at random from all the entries received will win a beautiful diorama especially modelled by us. This will depict Prince Pelathar and a Gourgaz in combat, which is one of the scenes illustrated in FLIGHT FROM THE DARK. A certificate of authenticity will accompany this prize and undoubtedly will help to make it a valuable Lone Wolf trophy.

Runners-up

The following five correctly completed entries, picked at random from all the entries received, will win autographed copies of THE LONE WOLF ADVENTURES, a limited edition hardback omnibus of Lone Wolf Books 1 & 2.

Now that you know the prizes, here are the clues to the crossword. The crossword is printed on the same page as the form which you must complete with your name and address, and send to us with your entry no later than September 24th.

GOOD LUCK!

CLUES ACROSS

1 The symbol of the Magician's Guild of Toran (11)
2 A measure of weight (3)
4 A corsair from the tropical islands of Magnamund (12)
10 Chemical symbol for Sodium (2)
11 To rip or tear (4)
12 A robber found in the Wildlands (6)
14 The Crown Prince of Sommerlund (8)
15 '---scine', a poisonous substance found in deadly nightshade (3)
22 The Kai Lords were Sommerlund's warrior ----- (5)
23 The river that flows through Holmgard (6)
24 Before Noon (2)
25 Opposite of 'off' (2)
27 A small mechanical device or tool (6)
28 Never trust this wolf, especially during a full moon (4)
29 Often the only alternative to a fight (3)
30 Observation post (abbrev.) (2)
31 A small wave (7)
32 Upper layer of earth in which plants grow (4)
37 A word that means infamous or wicked (9)
39 Protective clothing worn in battle (6)

Clues Across (cont)

41 Opposite of ‘down’ (2)
42 The title given to an Arabian leader (4)
44 Author’s first name (3)

CLUES DOWN

1 Birds that nest in the rooftops of Holmgard (13)
2 A long-haired ox (3)
5 A port in the north of Sommerlund (5)
6 To move or rouse (4)
7 One of Sommerlund’s rivers (3)
8 The French word for ‘pineapple’ (6)
9 The traitor of Sommerlund (7)
13 Bumpy (6)
15 One of the Kirlundin Isles (4)
16 A very strong wind (4)
17 The wheel which controls a ship’s rudder (4)
18 A raised strip of land (5)
19 A jewelled head-dress (5)
20 A member of a guild whose advice is valued because of his many years of experience (5)
21 An armourer of Ragadorn (7)
23 A high-ranking nobleman (4)
26 This wolf is the last of his kind (4)
28 Wireless telephone (abbrev.) (2)
33 Both humans and wheat have at least one of these (3)
34 Legolas was a famous member of this race of fantastic creatures (3)
35 To compete (3)
36 The French word for ‘peacock’ (4)
38 Opposite of ‘stop’ (2)
40 Take care not to fall into one of these (4)
43 Old Testament (2)

1		3		5			6	7	8		■	■	9
	■		■		■	■	2			■	15		
4			13									■	
	■	■	10		■	■		■		■		■	
	■	11				■	■	12					
	■	■		■	■	16	■	■		■	■	■	
14		26			17		18	■	■	42	21		
	■	25		■	22			19	20	■		■	■
29			■	23						■	44	43	
	■		■	24		■	27						■
30	36	■	■		■	28				■		■	40
31		35	34		33		■	39					
32				■		■	38	■	■	■		■	
■	37									■	■	41	

All you have to do to enter is complete the crossword, then fill in your name and address in the box below. Send your completed crossword and form to:

LONE WOLF CLUB
Competition No. 1
Sparrow Books
17–21 Conway Street,
LONDON W1

Name and address of Entrant (in capitals, please):

....

....

....

LONE WOLF CLUB

Newsletter No. 2

Dear Member,

If this is the first newsletter that you have received, then we'd like to welcome you to the LONE WOLF CLUB. You will find enclosed a sheet of address labels which will enable you to receive regular LONE WOLF CLUB Newsletters as soon as they are released. Simply fill in your name and address on each label and send them to:

THE LONE WOLF CLUB,
SPARROW BOOKS,
17–21 Conway Street,
London, W1P 6JD

Enclose a stamp for each label (do not stick the stamps on); or if you live abroad, send an international money order to cover the total postage. You will then receive your newsletters automatically.

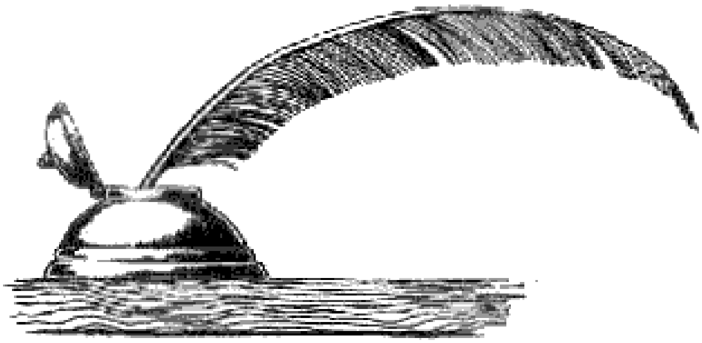
NEWS FROM THE KAI MONASTERY

We have just completed Book 4 of the Lone Wolf series, entitled THE CHASM OF DOOM. Part quest, part mystery story, it promises to be the most exciting Lone Wolf adventure yet!!

> Beyond the Pass of Moytura, to the south of Sommerlund, lies the mining province of Ruanon. Ever since the defeat of Darklord Vashna during the Age of the Black Moon, the hardworking people of this remote outpost have grown prosperous from their toil in the mines of the Maaken Range. Indeed, the gems and gold that they bring to the surface play an important part in the revenues of Sommerlund. Once every month, come rain or shine, a heavily armed convoy of wagons leaves Ruanon, bound for Holmgard. It is a routine that has never been disturbed—until now! The convoy leaves Ruanon but fails to arrive at Holmgard. Without delay, the King sends Guard Captain D'Val and one hundred of his best cavalry to investigate the disappearance of the bullion wagons; he fears that the convoy has been ambushed on the notorious 'Raider's Road', the highway between Ruanon and the capital. When Captain D'Val and his men fail to return, the King sends for you—Lone Wolf.

You are given the command of a company of Border Rangers, an élite unit of horsemen who are highly skilled in scouting and outdoor survival. It is hoped that, with your leadership, this smaller but less visible force will succeed in discovering what has happened to Captain D'Val's troop, and uncover the veil of mystery that now surrounds the missing convoy and the town of Ruanon.

THE CHASM OF DOOM is scheduled for release on 28th February 1985, price £1.50.



monastery mail

(A selection of letters
from Lone Wolf fans.)

Dear Kai Lords,

I've just read FIRE ON THE WATER and I think it's great. But could you please clear up two small points for me: First, is the Seal of Hammerdal a Special Item? And second, in entry no. 337, it is stated that all Weapons are lost, but money, Special Items and Backpack are retained; does this mean that items within the Backpack are lost?

Yours faithfully

G. Smith, NORTHANTS

* * *

The answer is YES to both questions. The Seal of Hammerdal is a Special Item that you wear on your finger, and in entry no. 337 of FIRE ON THE WATER, you lose all the items in your Backpack but without losing the Backpack itself.

Dear Kai Lords,

Thank you for a most enjoyable competition crossword, however, I have a few queries to ask regarding the questions posed:

1. 14 Across: The Prince is called Pelather in the first Lone Wolf book and on the base of the Citadel miniature that depicts this character. The only place he is called Pelethar is in the newsletter.

2. 42 Across: ‘Emir’ is the common spelling given in the Shorter Oxford Dictionary, but alternatives of ‘Amir’ or even ‘Amear’ are also noted.
3. 15 Across: According to my medical dictionary, Hyoscine is contained in Henbane, which is only similar to, not the same as deadly nightshade.

Anyway, thanks again for an enjoyable puzzle.

Yours sincerely,

Andrew Maxfield, ROMFORD, ESSEX.

* * *

Andrew’s letter was one of several received that pointed out these queries in the competition crossword. To put the record straight, the answers are as follows: The correct spelling of the Prince’s name is in fact **PELATHAR**, which made the answer to 14 across in the crossword incorrect. However, this was taken into account when the winners were chosen, and both spellings of the Prince’s name were allowed. Both ‘Emir’ and ‘Amir’ were also allowed, and the inaccurate clue to 15 across: ‘A poisonous substance found in deadly nightshade’, although incorrect, did not put anyone off the correct answer—HYOSCINE.

Dear Kai Lords,

Are there any plans for Lone Wolf software for the Dragon 32, which I am lucky (or unlucky) enough to own?

Sincerely,

Gareth Davies, BROMLEY, KENT

* * *

Unfortunately, the Dragon 32 does not have enough memory capacity for the software versions of FLIGHT FROM THE DARK or FIRE ON THE WATER. But work is in hand to release software for the Commodore 64, and possibly the Sinclair QL, and these versions should be in the shops around April 1985.

Dear Kai Lords,

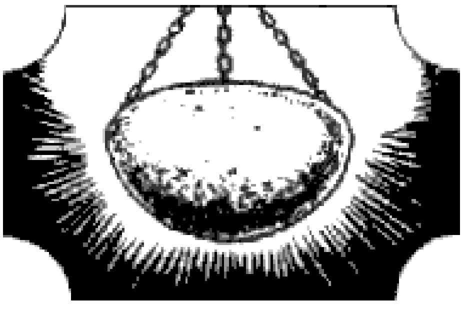
I am a great fan of Lone Wolf, and I would like to pass on a tip that I use when playing. Instead of using the *Random Number Table* at the back of the book, I use a ten-sided dice. These can be bought in games shops for around 40p. I really like the combat system in Lone Wolf, and the Kai Disciplines.

Yours truly,

Saul Haines, BRISTOL

Any hints, tips, queries, questions or anything else!

Send to THE LONE WOLF CLUB,
Sparrow Books,
17–21 Conway St.,
London, W1P 6JD



FOR LONE WOLF CLUB MEMBERS

LONE WOLF

LONE WOLF SOFTWARE

Fully interactive software adventure games for Lone Wolf 1 & 2 are available for owners of the Sinclair ZX Spectrum 48K. A special feature of the program is a training sequence at the start of the game, in which the player fights with one of his teachers to set his COMBAT SKILLS for the Lone Wolf adventures.

Lone Wolf software is available in most bookshops and computer stores as a book-plus-cassette package at £8.95, or you can buy the cassette-only version at £6.95.

If you have trouble obtaining the Lone Wolf software, then you can obtain it direct from the publishers. Send your order and cheque / postal order, made payable to the Hutchinson Publishing Group, to: Hutchinson Computer Publishing Ltd, 17–21 Conway Street, London, W1P 6JD. (Prices include postage and packing.)

State clearly which program you require and allow 14 days for delivery.

VII. The clash of steel and the cries of men and beasts echo through the forest.

LONE WOLF COMPETITION NO. 1

THE WINNER **********

The first correctly completed crossword, picked at random from the hundreds of entries received, was sent in by:

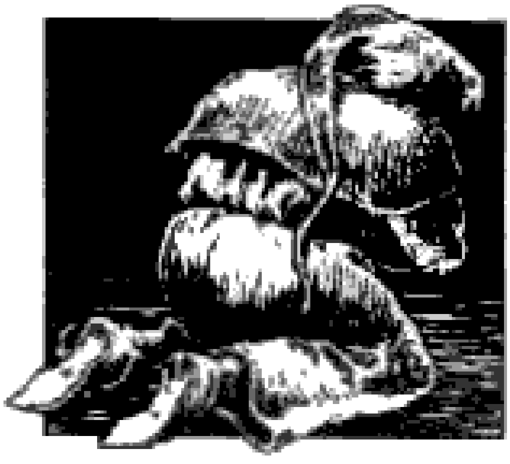
BARRY SIMS of Cannington, Somerset

Barry wins the specially modelled diorama entitled The Battle of Alema Bridge—along with a certificate of authenticity signed by the authors.

RUNNERS-UP are:

Elaine Somerville of Kilwinning, Ayrshire; Carry McSweeney of Plaistow, London; Steven Parsons of Beddau, South Wales; Nigel Whiteoak of Skipton, North Yorkshire, and Martin Blondin of Nortwich, Cheshire.

** Each of the runners up win signed editions of the hardback THE LONE WOLF ADVENTURES. Congratulations to Barry and to all the runners up. For those of you who are still scratching your heads over the questions, a correctly completed crossword is featured over the page:



COMPETITION CROSSWORD NO. 1 ANSWERS

1 C	R	3 Y	S	5 T	A	L	6 S	7 T	8 A	R	■	■	9 V
A	■	A	■	O	■	■	2 T	O	N	■	15 H	Y	O
4 L	A	K	13 U	R	I	P	I	R	A	T	E	■	N
L	■	■	10 N	A	■	■	R	■	N	■	M	■	O
Y	■	11 R	E	N	D	■	■	12 B	A	N	D	I	T
S	■	■	V	■	■	16 G	■	■	S	■	■	■	A
14 P	E	26 L	E	T	17 H	A	18 R	■	■	42 E	21 M	I	R
A	■	25 O	N	■	22 E	L	I	19 T	20 E	■	A	■	■
29 R	U	N	■	23 E	L	E	D	I	L	■	42 J	43 O	E
R	■	E	■	24 A	M	■	27 G	A	D	G	E	T	■
30 O	36 P	■	■	R	■	28 W	E	R	E	■	N	■	40 T
31 W	A	35 V	34 E	L	33 E	T	■	39 A	R	M	O	U	R
32 S	O	I	L	■	A	■	38 G	■	■	■	R	■	A
■	37 N	E	F	A	R	I	O	U	S	■	■	41 U	P

Now for Competition Number Two!

PAINTING / DRAWING COMPETITION

The theme for this newsletter's competition was inspired by the many excellent drawings and paintings that have been sent in to us by Lone Wolf fans.

All you have to do to enter is draw or paint (using whatever materials you like) your favourite scene from any of the Lone Wolf books. Your work must be original (not a copy or tracing of an existing illustration), and we shall be on the lookout for authentic detail and imaginative ideas.

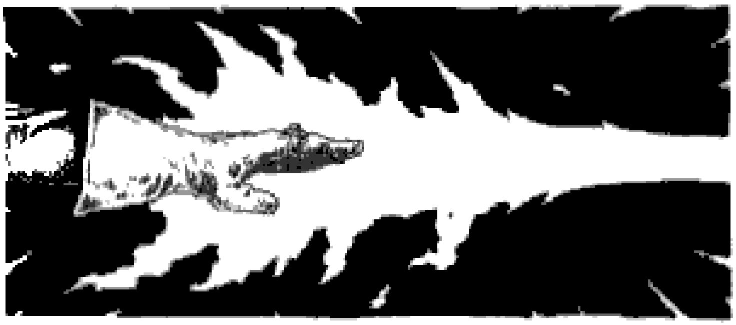
All entries must be submitted on the form supplied at the end of the newsletter—no later than 7th February '85. Entries received after this date will not be counted, so be sure to get them in to us as soon as possible. All winners and runners-up will be notified by post no later than 1st March '85.

PRIZES!

The winners of each class will receive an original piece of artwork taken from the Lone Wolf Books, and signed by Gary Chalk. Each original will come with a certificate of authenticity, and will be attractively framed, ready to take pride of place on your wall.

Prizes will also be awarded to the two best runners-up in each category. They will each receive a 'Collector's Edition' Lone Wolf T-Shirt and a set of Artist's Colours.

GOOD LUCK!



LONE WOLF CLUB PAINTING/DRAWING COMPETITION ENTRY FORM

All entries must be submitted on this form using the space outlined below:

Please enter my artwork for the Lone Wolf Club Competition. My illustration is of Entry No. . from the LONE WOLF BOOK: ____________________

Tick which category you are eligible to enter:

JUNIOR (up to 10) ☐
INTERMEDIATE (11–14) ☐
SENIOR (15+) ☐

My T—Shirt size is ____________
(X-Small, Small, Medium, Large, X-Large)

NAME, ADDRESS & AGE OF ENTRANT (BLOCK CAPITALS PLEASE)

AGE:

....

....

....

Send your entries to the Lone Wolf Club, Sparrow Books, 17–21 Conway Street, London, W1P 6JD

FOR LONE WOLF CLUB MEMBERS

LONE WOLF

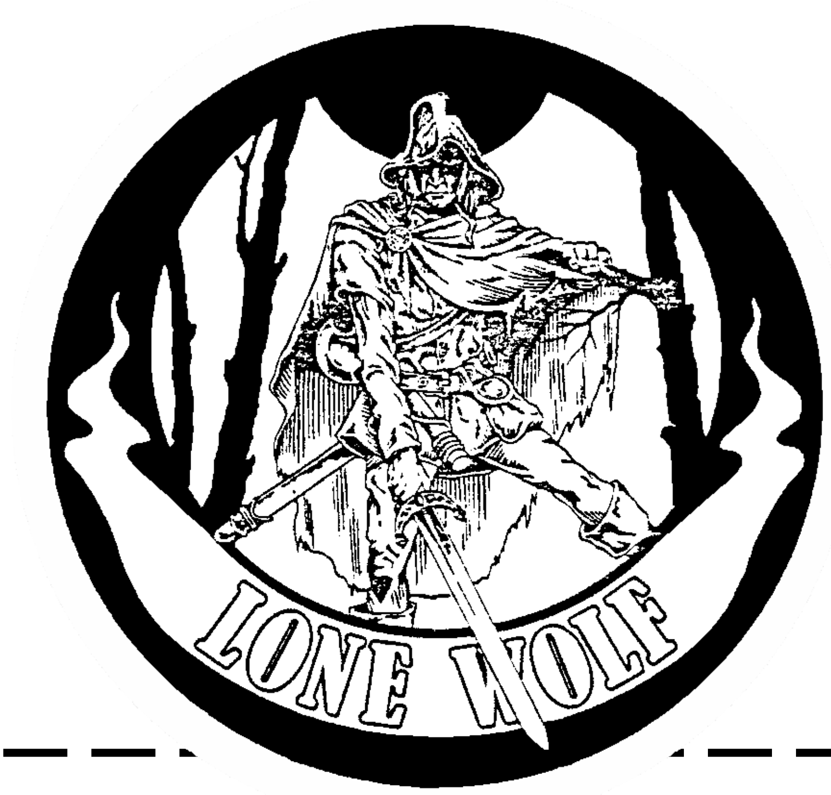
Special 'Collector's Edition' Lone Wolf T-Shirt Offer

A limited number of these special 'Flight from the Dark' T-shirts are being offered exclusively to Lone Wolf Club members.

Be one of the first to show your true Kai colours! These stunning black T-shirts are printed in red, white and dark green, and bear this eye-catching LONE WOLF illustration.

Made from the finest machine-washable, 50/50 cotton and polyester mix, these top quality T-shirts are available in the following Sizes:

XS (32"), S (34"),
M (36"–38"),
L (40"), XL (44"–46").



ONLY
£4.95
plus 75p. post & packing
WHILE STOCKS LAST

ORDER EARLY TO AVOID DISAPPOINTMENT

'Collector's Edition' Lone Wolf T-Shirt Offer Order Form

Please send me the following limited edition 'Flight from the Dark' T-shirts:

Please complete the whole coupon in block capitals and return the order to:

LONE WOLF T-SHIRT OFFER
Arrow Books, Dept. JL,
17 Conway Street,
London, W1P 6JD

Make your cheque/postal order payable to Arrow Books. Please ensure your name and address is filled in on the back of cheques.

QUANTITY	CHEST SIZE	PRICE			
	XS (32")	£4.95	£	:	
	S (34")	£4.95	£	:	
	M (36"–38")	£4.95	£	:	
	L (40")	£4.95	£	:	
	XL (44"–46")	£4.95	£	:	
	SUB-TOTAL:		£	:	
	POSTAGE & PACKING (1ST SHIRT):		£	:	75p
	P&P for each additional T-Shirt only 20p each		£	:	
	TOTAL AMOUNT SENT:		£	:	

Please allow 28 days for delivery. If not satisfied we will refund your money immediately. All prices include VAT.
If undelivered please return to:- Arrow Books, 17 Conway Street, London, W1P 6JD.

NAME ____________________

ADDRESS ____________________

____

____

LONE WOLF CLUB

1985

New Year's SPECIAL

Dear Member

We've prepared this New Year's Special in response to hundreds of letters sent in by Lone Wolf fans , all wanting to know more about how the Lone Wolf books are written and illustrated—and how the world of Magnamund first came into being.

We hope our New Year's Special will go some of the way towards answering those questions, and give you an idea of what 1985 holds in store for the last of the Kai.

Also, we would like to take this opportunity to thank everyone who has written to us. Your comments, criticisms, and congratulations are very much appreciated.

We wish you, Lone Wolf, a Happy New Year.

MAY YOUR ENDURANCE NEVER RUN OUT!

New Year's SPECIAL

Monastery Mailbag

Here are some of the questions that are most frequently asked in Club Members' letters:

1. **How many books are there going to be in the Lone Wolf series?**

The saga of Lone Wolf—last of the Kai Lords, spans twelve books. Five of these are set in the 'Basic' series (1–5) which follows Lone Wolf's rise to the rank of Kai Master. Seven adventures are set in the 'Magnakai' series, that lead to the ultimate achievement for a Sommlending warrior—that of becoming a Kai Grand Master. The Magnakai Disciplines are introduced in Book 6—all the Kai Disciplines will of course have been mastered by then in the previous five books.

2. **How did the world of Magnamund come into being?**

The world of Magnamund is the culmination of seven years of adventure gaming. It started life back in 1977 when Joe dreamed up a world setting for his first Dungeons and Dragons games. (At that time, though, it was known as Chinaraux, pronounced 'chin-arrow'.) While dungeon-mastering those early games, the area now called The Lastlands gradually took shape and expanded.

Role-playing campaigns ended, new ones began, and each contributed to the background and development of the world as a whole. The Kai Lords first made an appearance during a campaign that started in 1979 and lasted for nearly eighteen months. In addition to role-playing campaigns, Magnamund was used as a setting for large fantasy wargames, where players took command of entire countries and fought wars with armies of metal soldiers. Some of the events in Book 4, THE CHASM OF DOOM, were played out on a wargames table back in 1980!

3. **How do Joe and Gary write and illustrate a Lone Wolf book?**

Each Lone Wolf adventure is part of a larger story that will unfold over the course of twelve books. This larger story, or saga, is the first thing we consider when starting work on a Lone Wolf adventure. Two days are spent discussing what clues and information must be included, for not only is each book a quest in itself, it also contains information and items that will be of vital use later on in the saga. Joe draws up a list of these key points and then drives down to Cornwall. He locks himself away for about a month in a small cottage there—and writes! Meanwhile, Gary is busy working on the colour book-cover and map, and finishing the drawings for the previous adventure. Joe returns, types up his handwritten adventure, and passes a copy on to Gary. The original is sent to Sparrow after having been checked and double-checked, and then the whole process begins again with two days of thrashing out plots, sub-plots, and vital clues!

4. **Will you be publishing any other books?**

We are currently working on a long-term project called THE MAGNAMUND COMPANION. When it is completed, it will contain all the background information that we cannot put into the Lone Wolf adventures. The following list of chapter headings will give you some idea of what to expect:

> The Kai Lords; The Darklords; Sommerlund and the House of Ulnar; The Magnamund Gazetteer; World Map of Magnamund; Solo Adventure; Giaks: Their History and Language; Modelling Magnamund; Campaign Rules for Role-playing in Magnamund; Ragadorn Tavern Board game.

The book is planned as a large-format paperback, containing full-colour maps and illustrations throughout. Publication date is set for October 1986.

FOR LONE WOLF CLUB MEMBERS

LONE WOLF

LONE WOLF SOFTWARE

Fully interactive software adventure games for Lone Wolf 1 & 2 are available for owners of the Sinclair ZX Spectrum 48K. A special feature of the program is a training sequence at the start of the game, in which the player fights with one of his teachers to set his COMBAT SKILLS for the Lone Wolf adventures.

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State clearly which program you require and allow 14 days for delivery.

MINI-QUIZ COMPETITION

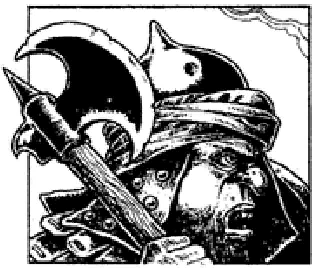
Here is a short mini-quiz to test your Kai skills.

All you have to do to enter is answer the five questions below, all of which are based on information to be found in the LONE WOLF BOOK—THE CAVERNS OF KALTE.

Print your answers (block capitals please) on the back of a postcard, together with your name and address and T-shirt size (Small/Medium/Large). Send it to:

LONE WOLF CLUB
Sparrow Books
17–21 Conway Street
London
W1P 6JD.

CLOSING DATE FOR THE MINI-QUIZ IS 28 February 1985.



MINI-QUIZ QUESTIONS

1. What is the name of the Ice Fortress?
2. What does ‘Myjavik’ mean?
3. What is a ‘Javek’?
4. Name Lone Wolf’s three guides.
5. What does an Ice Barbarian carry in his backpack?

PRIZES!!!

The first correctly completed MINI-QUIZ postcard, picked at random from all those received by 28th February 1985, will win a complete set of autographed LONE WOLF books (including Book 4, THE CHASM OF DOOM), and a Collector’s Edition LONE WOLF T-SHIRT.

The next five correctly completed postcards to be picked at random will win runners-up prizes—autographed editions of THE CAVERNS OF KALTE.

GOOD LUCK!

FOR LONE WOLF CLUB MEMBERS

LONE WOLF

Special 'Collector's Edition' Lone Wolf T-Shirt Offer

A limited number of these special 'Flight from the Dark' T-shirts are being offered exclusively to Lone Wolf Club members.

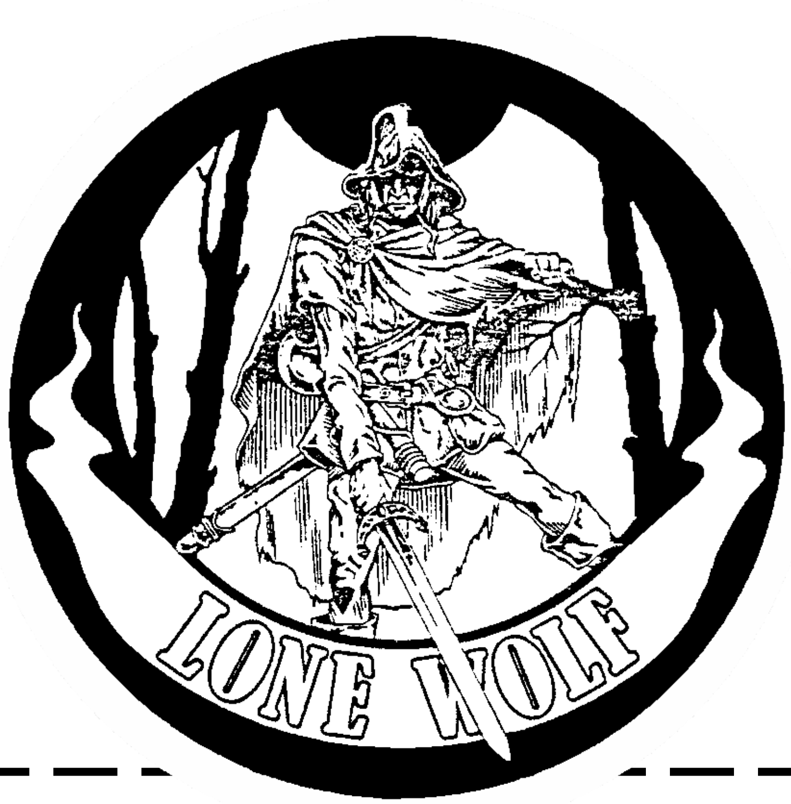
Be one of the first to show your true Kai colours! These stunning black T-shirts are printed in red, white and dark green, and bear this eye-catching LONE WOLF illustration.

Made from the finest machine-washable, 50/50 cotton and polyester mix, these top quality T-shirts are available in the following Sizes:

XS (32"), S (34"),

M (36"–38"),

L (40"), XL (44"–46").



ONLY £4.95

plus 75p. post & packing
WHILE STOCKS LAST

ORDER EARLY TO AVOID DISAPPOINTMENT

'Collector's Edition' Lone Wolf T-Shirt Offer Order Form

Please send me the following limited edition 'Flight from the Dark' T-shirts:

Please complete the whole coupon in block capitals and return the order to:

LONE WOLF T-SHIRT OFFER
Arrow Books, Dept. JL,
17 Conway Street,
London, W1P 6JD

Make your cheque/postal order payable to Arrow Books. Please ensure your name and address is filled in on the back of cheques.

QUANTITY	CHEST SIZE	PRICE			
	XS (32")	£4.95	£	:	
	S (34")	£4.95	£	:	
	M (36"–38")	£4.95	£	:	
	L (40")	£4.95	£	:	
	XL (44"–46")	£4.95	£	:	
		SUB-TOTAL:	£	:	
		POSTAGE & PACKING (1ST SHIRT):	£	:	75p
		P&P for each additional T-Shirt only 20p each	£	:	
		TOTAL AMOUNT SENT:	£	:	

Please allow 28 days for delivery. If not satisfied we will refund your money immediately. All prices include VAT.
If undelivered please return to:- Arrow Books, 17 Conway Street, London, W1P 6JD.

NAME ______________________________

ADDRESS ______________________________

LONE WOLF CLUB

DEAR MEMBER,

If this is the first newsletter that you have received, then we'd like to welcome you to the LONE WOLF CLUB. You will receive up to six exciting newsletters or special bulletins each year; each one packed with exciting advance information about forthcoming titles in the series, competitions, readers' letters and much, much more . . .

We (Joe and Gary) have now taken over total production of the newsletter. We hope you enjoy its new distinctive style. Please do send in your comments!

Now, turn over for the results of the LONE WOLF CLUB painting and drawing competition held in the last newsletter.

No. 3

THE LONE WOLF CLUB PAINTING & DRAWING COMPETITION

The response to our second Lone Wolf Club Competition was amazing! Hundreds of entries were received and the standard of painting and drawing was very high indeed.

Picking both the winners and the runners-up in each of the three categories was not am easy task, but after careful consideration the following competitors were chosen:

JUNIOR CLASS: (up to 10 yrs)	ANDRÉ VENCHARD (Winner) MARTIN HILL (Runner-up) CRAIG OXBROW (Runner-up)
	– * –
INTERMEDIATES: (11–14 yrs)	CHI KWONG CHEUNG (Winner) ADRIAN ONN (Runner-up) DAVID JANES (Runner-up)
	– * –
SENIOR CLASS: (15 and over)	BOB WILSON (Winner) WAYNE DOHERTY (Runner-up) EMMA CODY Runner-up)

The three winners each received an original piece of artwork taken from the Lone Wolf book ‘Flight from the Dark', attractively framed with a certificate of authenticity signed by Gary Chalk. The Runners-up each won a ‘Collector’s Edition’ Lone Wolf T-shirt and a set of artist’s colours.

Because so many of the entries were of such a high standard, we’ve decided to list all of those whose work deserves a special commendation, in our:

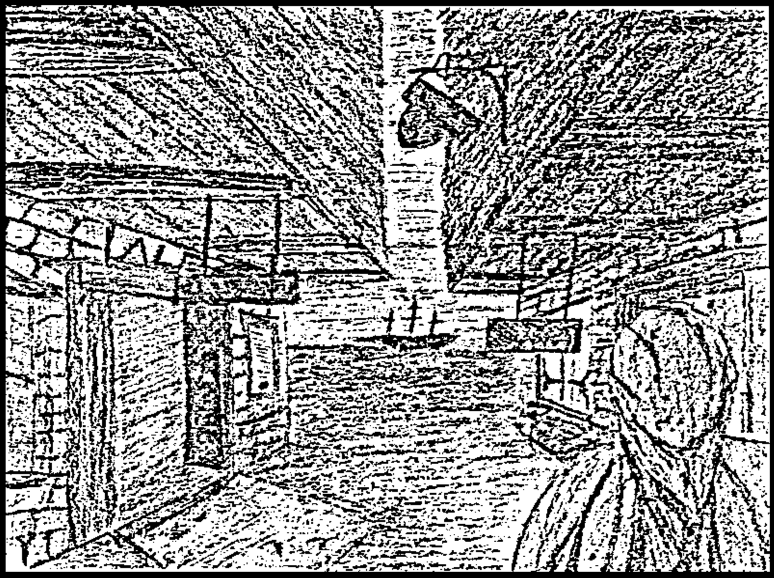
LONE WOLF CLUB * ORDER OF MERIT

JUNIOR CLASS:
Shirley Wong, Paul Thomas, Robert Hammand, James White Neil Fazakerley, Simon Knox, David Wilcer, Keith Copsey, Jamie Craig

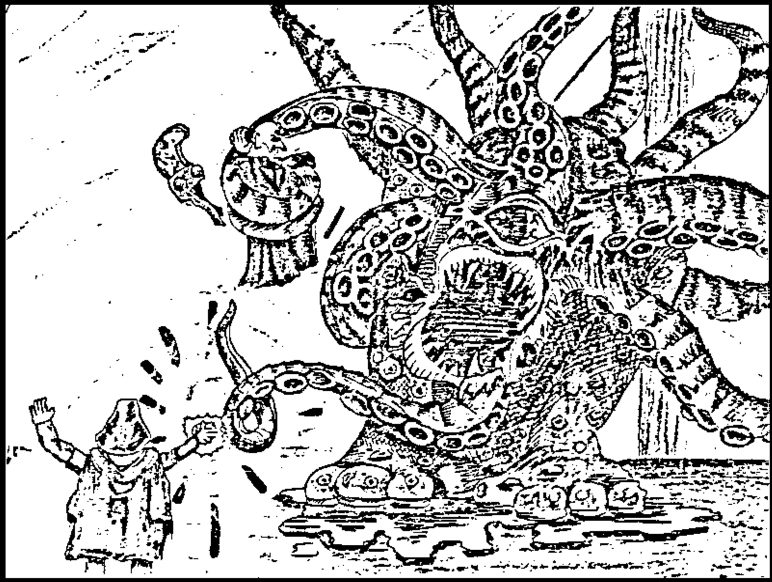
INTERMEDIATE CLASS:
Tony Raven, Anthony Murphy, Jason Evans, Darren Kressinger, David Hard, Barry Sims, Mark Robinson, Gavin Sodo, Mark Oxbrow, Simon Richardson, Adrian Simpson, M. Wynn, Jonathan Hamilton, Mark Amos, Mark Rowley Michael Tree, David Farfield, Craig Gray, Philip Slack. Glynn Ryland, Shaun Johnson, Colin Richards, Simon Scanlon, A.Tambling, Riley Thorne, Andrew Fleming, Andrew Lom, Andrew Smith, Andrew Atkins, Paul McDevit, Paul Maxwell, Micheal Parsons, Steve Sen, Allan McIntyre, Steven Allison, Steven Ashton.

SENIOR CLASS:
Gary Edwards, Timothy Adams, Tony Culley, David Bolanc, David Kinghorn, Clive Lindsell, David Johnston, Andrew Baldwin.

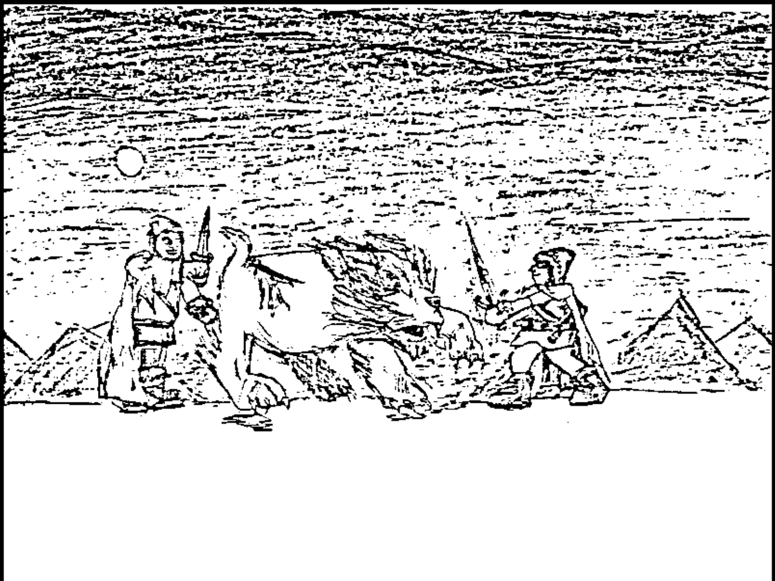
Our congratulations to André, Chi Kwong, and Bob, and to everyone else that took part in the Lone Wolf Club Competition.



1. BOB WILSON



2. CHI KWONG CHEUNG



3. ANDRÉ VENCHARD

LONE WOLF CLUB NEW YEAR'S SPECIAL BULLETIN MINI-QUIZ RESULTS

The first correctly completed Mini-Quiz postcard picked from the hundreds received, was sent in by:

MARK TAYLOR of PLYMOUTH, DEVON.

Mark wins a complete set of autographed Lone Wolf books and a 'Collector's Edition' Lone Wolf T-shirt.

The next five correctly completed cards out of the hat were sent in by:

MICHAEL TREE	of COLWYN BAY, WALES
JAMES APPLEBY	of FORMBY, MERSEYSIDE
PAUL de SA	of NEWCASTLE-ON-TYNE
DAVID PREEDY	of UPMINSTER, ESSEX
ANDREW HARRIS	of THORNTON, BLACKPOOL

They will each receive autographed copies of Lone Wolf Book 3 'The Caverns of Kalte'.

Congratulations to Mark and all the Runners-up. The correct answers to the Mini-Quiz are as follows:

1. IKAYA
2. TERROR
3. A TWO-HEADED SERPENT
4. DYCE, IRIAN AND FENOR
5. A CHILD ARMED WITH A BOW

The Kai Konnection

This is the start of a pen-friend feature in the Lone Wolf Club Newsletter, for those of you who would like to make new friends by post. All you need do to is send us a few details about yourself, (using the Lone Wolf Pen-pal Form below) and we will feature you in the next Club Newsletter (space permitting).

To give you an example of how it works, here's the Kai Konnection's very first Lone Wolf Pen-pal:

Name: ROBERT THOMSON
Age: 12
Address: Scotland
Hobbies: Collecting gamebooks and Marvel comics (has a collection of over 270!), swimming, and drawing. Would like a pen-pal (boy / girl) with similar hobbies.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 17–21, Conway Street, London, W1P 6JD

FOR
LONE WOLF
CLUB MEMBERS

LONE WOLF

LONE WOLF SOFTWARE

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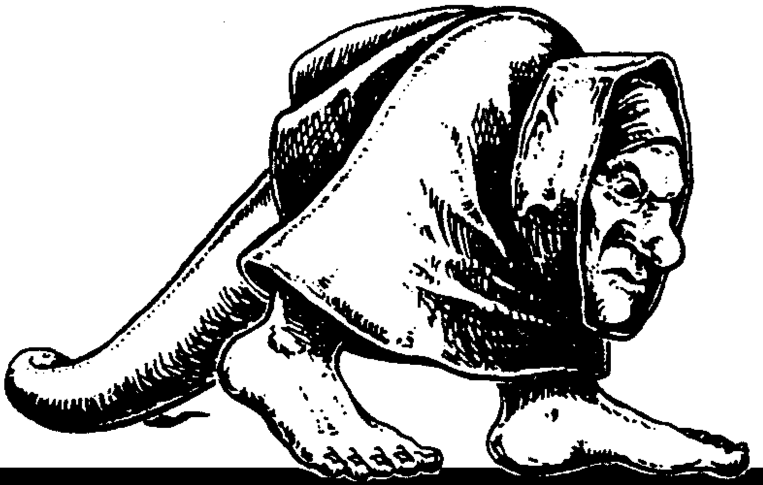


Monastery Mailbag

A SELECTION OF LETTERS FROM LONE WOLF FANS

Dear Kai Lords,

When I beat the Gourgaz in 'Flight from the Dark', did Prince Pelathar die in the battle after I escaped on his horse? I'd like to say how much I've enjoyed the Lone Wolf books, and I can't wait for the next one to cone out so that I can try to increase my Kai rank. In Book 1, I particularly liked the young Toran magician named Banedon—more of him, please!

Yours Sincerely,

Dean Fuller (Disciple of the Kai)
LONDON

****

Yes, I'm afraid that the King's only son, Prince Pelathar of Sommerlund, was killed by a Giak arrow during the Battle of Alema Bridge. As for Banedon, he will be reappearing in the Lone Wolf saga in the next book: 'Shadow on the Sand', although his entrance comes as quite a surprise to Lone Wolf.

Dear Kai Lords,

Have you thought of making a Lone Wolf solo boardgame, or an atlas (in colour) of Magnamund? I'm sure Lone Wolf fans all over the country (including me) would rush out to get these. Please could you also answer couple of questions for me: Can adventurers communicate well with the Szalls? And, are Szalls related to Goblins?

Thanks for a great series of adventures,

Dion Shakespeare, Highams Park,
LONDON

****

As we outlined in the New Year's Special Bulletin, we will be releasing the Magnamund Companion which will have a full colour boardgame in it, together with an atlas (world map) of Magnamund—also in colour. Although the boardgame will not be a solo game, there will be a solo adventure included in the Companion. As for Szalls, they can be talked to (if they'll stand still long enough, that is) if you understand their strange language. It is a cross between Common Tongue and Giak (see GIAK CHAT in this issue). Szalls are a breed of weaker Giak, very similar to Goblins. The main differences are that Szalls are unaffected by the sun, and they are immune to all non-corrosive poisons.

Dear Kai Lords,

I am a childcare officer at a special school for the maladjusted, where I am in charge of eight children. I recently aroused their interest in fantasy games, in particular your solo gamebooks. At night before they go to bed, or whilst they are in bed, I read them one of your books, letting each in turn make a decision as to what happens next. They particularly enjoy and identify with the Lone Wolf character… and I must admit that I enjoy the Lone Wolf books very much myself as well! Keep up the good work.

Yours Faithfully,

Mr. R. J. Downing
Croydon High School, SOMERSET

****

Dear Kai Lords,

I've just finished 'The Chasm of Doom' and I felt I must write to congratulate you how do you do it? I thought your first three books were unbeatable, but Book 4 is just amazing. Lone Wolf is the only series of gamebooks where the stories and the artwork keeps getting better and better. I especially liked the journey through the Maaken mines and the Battle at Ruanon, and I can't wait for 'Shadow on the Sand' to be published, so that I can find out what happens when I become a Kai Master.

Yours in anticipation,

Jonathan Collins (Kai Savant), BRISTOL

Dear Kai Lords,

I would like to make a point about the Kai Discipline of Weaponskill. Having picked my skill by using the Random Number Table (as stated in 'Flight from the Dark' rules section), do I then keep this skill, and no others, from then on? I prefer to be able to learn a new Weaponskill in each book I do, so that it increases the range of weapons I can use (and get a bonus to my COMBAT SKILL). I would also like to say how enjoyable your books and illustrations are, for whenever I finish a Lone Wolf book, I'm always eager to start the next!

Long live Lone Wolf.

Wayne Doherty, Croydon, SURREY

****

This point was considered when the rules for Weaponskill were written, but it was decided against having an extra weapon per completed book, for two main reasons:

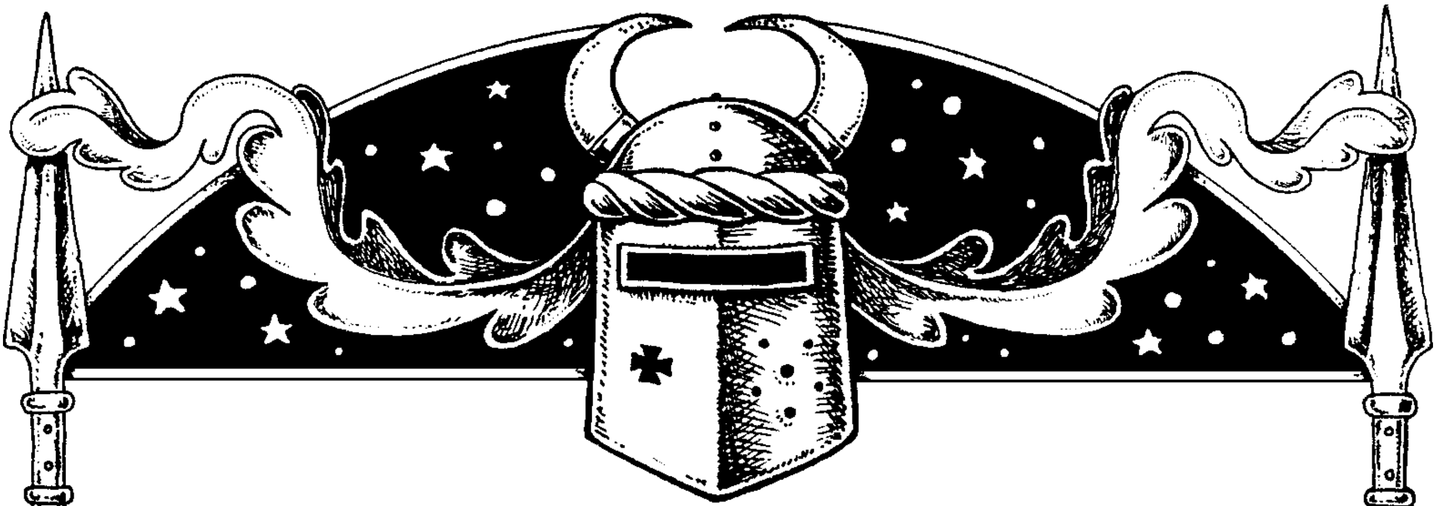
1. When you start the Lone Wolf series, you are already at the rank of Initiate, which would mean that you should have mastered at least 5 Weapons by then.

2. Mastery of more than one Weapon had already been written in to the Magnakai rules, under the Magnakai Discipline of WEAPONMASTERY. Kai Masters learn to become proficient in more than one Weapon and they get a larger bonus to their COMBAT SKILL as a result.

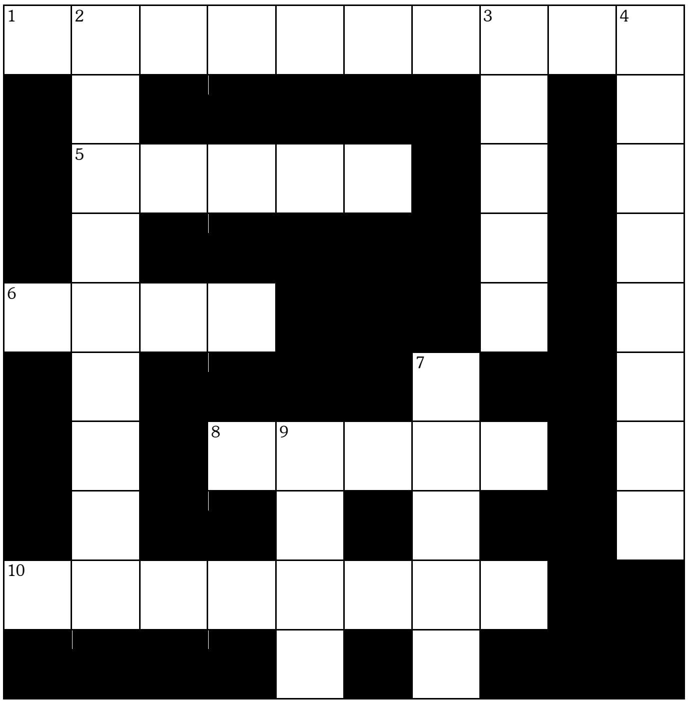
The reasoning behind this decision to restrict the range of the Kai Discipline of Weaponskill will become clearer when you read the Magnakai series rules (which we shall be featuring in the next Lone Wolf Club Newsletter!).

IF YOU HAVE ANY HINTS, TIPS, QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

THE LONE WOLF CLUB (MM)
SPARROW BOOKS,
17–21 CONWAY ST.,
LONDON, W1P 6JD



KAI KROSSWORD



This crossword was sent in by Lone Wolf fan Neil Fazakerley of Liverpool. No prizes for this one, but we hope you'll enjoy it as much as we did. Answers in the next Lone Wolf Club Newsletter.

CLUES ACROSS

1. Mountain off the Viad Glacier (10)
5. King . . . . . of Sommerlund (5)
6. Small Kalte island (4)
8. One of your guides to Ikaya (5)
10. Infernal city of the Darklords (8)

CLUES DOWN

2. South-western mountains of Kalte (9)
3. Evil winged beast (5)
4. Northern city in the Wildlands (8)
7. The Magicians Guild of . . . . . (5)
9. A Kirlundin Isle (4)

VERSE COMPETITION

I WANDERE
LONEY AS A
~~SHOVEL~~ ~~FOX~~
~~BUCKET~~

We got the idea for this newsletter's competition from a letter sent in by Simon Hall of Slough. Simon made up lines of verse, the beginning of each line starting with a letter of the name LONE WOLF.

We've printed Simon's verse below to give you an idea of what we mean, for this newsletter's competition is to compose your own original version.

All you have to do to enter is construct your own verse using the entry form. It must be original (not a copy of any part of the verse shown below), and it must be submitted (on the entry form) no later than: 31st AUGUST 1985.

We will be on the lookout for the imaginative use of words, especially lines or verse that rhyme.

Long and far his destiny lies
Only he can save Magnamund
Neatly and stealthily he hurries along
Endlessly seeking his revenge
Woe betide any who cross his path
Only the toughest will survive
Lone Wolf is the toughest on the quest
For he will defeat the Darklords

PRIZES!

The best Lone Wolf verse of all those received by the closing date of the competition will win a very special FIRST PRIZE—a gold-plated ball pen with a built-in LCD clock. This is no ordinary prize, for this is the pen that Joe used to write the first three Lone Wolf Books—'Flight from the Dark', 'Fire on the Water', and 'The Caverns of Kalte'.

This unique prize will come with a certificate, signed by Joe Dever, to confirm its authenticity.

Prizes will also be awarded to the five best runners-up. They will each receive signed copies of Lone Wolf Book Four: 'The Chasm of Doom', and a Parker 'T-Ball' Stainless Steel Pen.

GOOD LUCK!

LONE WOLF CLUB VERSE COMPETITION ENTRY FORM **(CLUB COMPETITION 3)**

All entries must be submitted on this form using the space below:

SEND YOUR COMPLETED FORM TO: LONE WOLF CLUB C/o. Sparrow Books,
(Closing Date 31st AUGUST 1985) 17/21, Conway Street, London. W1

L ____________________
O ____________________
N ____________________
E ____________________
W ____________________
O ____________________
L ____________________
F ____________________

NAME, ADDRESS & AGE OF ENTRANT (BLOCK CAPITALS PLEASE) AGE: ○

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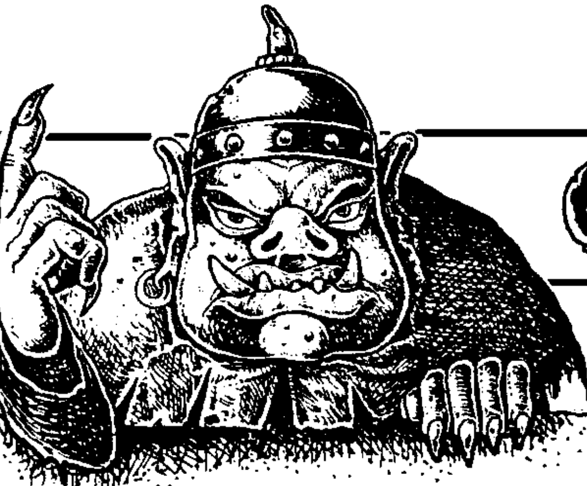


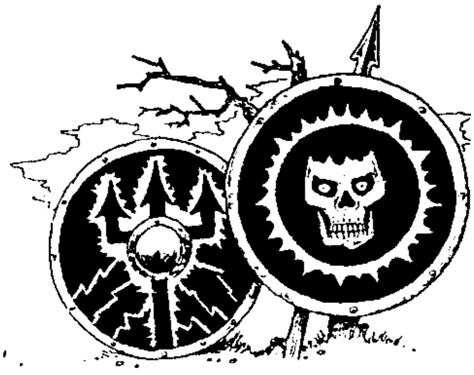
GIAK CHAT

Many Lone Wolf fans have written to us in the past few months, all wanting to know more about the Giaks. In response, here's a brief background history about the race that will be featured in greater detail in the forthcoming 'Magnamund Companion':

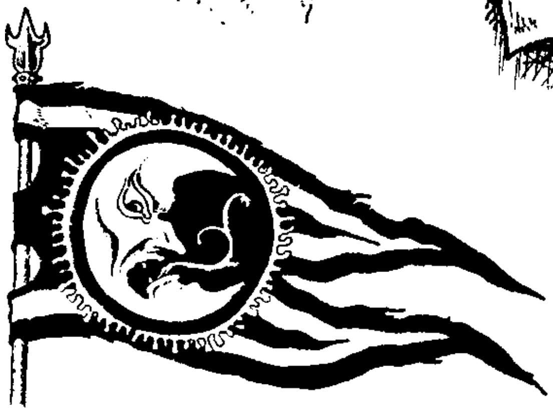
Giaks are a breed of evil goblinoids composed of three main sub-species: Mountain Giaks, Swamp Giaks and Szalls. Of these, the Mountain Giaks are by far the stronger and more prolific type, accounting for over 90% of the total Giak population.

Originally bred as slaves, the Giaks have evolved into a formidable fighting force. They have developed their own language, and a war-like society based on the brutal concept of the strongest Giaks ruling over the weaker or socially inferior breeds. Their demonic masters, the Darklords, use then to form the mainstay of their armies and as slaves for the construction of fortresses and cities within their domain. The largest and most notorious of these strongholds is Helgedad, a city that owes its name to the Giak language ('Hel'—means black, and 'gedad'—means city). Although it was originally believed that they occupied only mountainous regions of northern Magnamund, there is growing evidence to support the belief that Giaks have been spawned on other worlds.

They are small and grey-skinned, and tend to favour weapons and armour of black steel. As all Mountain Giaks are part of a strict military society, the clothing that they wear is usually the same colour as their Regiment's flag or banner.



The Symbols of Kraagenskûl and Zagarna, Darklords of Helgedad



The Standard of Vashna

Shields and banners usually depict the personal symbol of the regiment's leader, although it is common for a Darklord emblem or devise to be used in conjunction with a Giak Regiment's symbol.

Many Giak regiments in the service of a Darklord have a Gourgaz leader. These large (10 ft. +) cold-blooded reptilians are a tribal, swamp-dwelling breed of giant troglodyte. Their intelligence and their uncanny battle-wisdom are much sought after by evil army leaders, for the Gourgaz are motivated to fight by one overwhelming desire—the taste of human flesh! To feast upon the field of battle is all that they usually demand in return for their services.

When a Gourgaz is engaged in combat, it exudes a potent battle musk. Scent glands that ridge the underside of its tail secrete an oil that blocks its sense of fear or terror (even against magical attacks). This scent is odourless and colourless, and undetectable by all creatures except Gourgaz and Giaks. When Giaks inhale the scent, a chemical reaction takes place in their blood, stirring them to fearlessness and crazed battle-frenzy.

News from the Monastery

We have recently finished writing and illustrating Book 5 of the Lone Wolf series, entitled ‘SHADOW ON THE SAND’. As it is the final part of the Lone Wolf ‘basic rules’ series, the point in time where Lone Wolf becomes a Kai Master, it is full of surprises and revelations about his future destiny. It is a two-part story, much longer than any of the previous adventures, and builds up to a really epic climax in the desert empire of Vassagonia.

Without giving too much away about the surprises that await you, here is a summary of the ‘Story so far…’ section than will set the scene and introduce Book 5:

It was midwinter in your northern homeland and a mantle of snow lay knee-deep in the streets of Holmgard, when you were summoned from your monastery in the hills by a messenger bearing a scroll, signed and sealed by the hand of King Ulnar. It requested your help in a matter of diplomatic importance—a strange request to make of a warrior lord whose skills are better suited to the field of battle than to the parley of envoys, but upon your arrival at the capital, all was soon made clear.

The Zakhan of Vassagonia, the imperial ruler of the desert empire, has sent his most trusted envoy to negotiate a peace between your two lands. Less than a year ago, the renegade noble—Barraka—led his army of bandits in the attack upon the Sommlending province of Ruanon. The mining town and much of the surrounding lands were overrun and destroyed. Many Sommlending lost their lives, and many more were forced to labour in the mines of the Maaken Range. When the regular convoy from Ruanon failed to arrive at the capital, the King sent you to investigate. A great battle ensued in which you were to play a major part; had it not been for your courage and skill, Barraka would have triumphed and the safety of Sommerlund and all of the Lastlands would have been placed in grave peril. It was you who defeated Barraka in mortal combat, and therefore it is you who the ageing Zakhan has asked for, to be the one to sign the peace treaty on behalf of your country.

> “Your majesty, the Zakhan is gravely embarrassed by Barraka’s foul treachery. He is most anxious that our friendship and trust be restored. He begs that you send the Kai warrior, Lone Wolf, to sign a treaty of peace at the Grand Palace in Barrakeesh,”

whimpered the Zakhan's emissary, as he knelt at the feet of King Ulnar. The King rose from his throne, barely able to conceal his distaste for the fawning envoy. He turned his gaze to you and bade you follow him to the privacy of his antechamber.

> “I have no liking for this desert realm, Lone Wolf, but I like the prospect of war even less. The Zakhan is old and frail, and he has no son to claim his throne when he dies. Barraka was only one of the many ruthless nobles that infect that land. They wait like desert jackals for their chance to seize power, and I fear they grow too impatient for the Zakhan to die a natural death.
>
> “The treaty may not guarantee a peace with Vassagonia once the Zakhan is dead, but it will buy us precious time so that we may strengthen our southern borders.”

The King led you to a window and pointed towards the harbour, barely visible through the falling snow. A Vassagonian galley lay anchored near the harbour wall.

> “Go to Vassagonia, Lone Wolf. Sign the peace treaty and hurry home. I fear the shadow of war will fall upon us before the year is out.”

You waved farewell to Holmgard on that bleak midwinter's day feeling sure that you would return before the thaw. But as you watched the spires of Holmgard disappear into the snow, you foresaw no warning of the shadow that awaited you in Vassagonia.

SHADOW ON THE SAND—THE EPIC TWO-PART CLIMAX TO THE LONE WOLF ‘BASIC’ SERIES—IS SCHEDULED FOR RELEASE IN JULY 1985. FROM KAI INITIATE TO KAI MASTER—YOU ARE

LONE WOLF

FOR LONE WOLF CLUB MEMBERS

LONE WOLF

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A limited number of these special 'Flight from the Dark' T-shirts are being offered exclusively to Lone Wolf Club members.

Be one of the first to show your true Kai colours! These stunning black T-shirts are printed in red, white and dark green, and bear this eye-catching LONE WOLF illustration.

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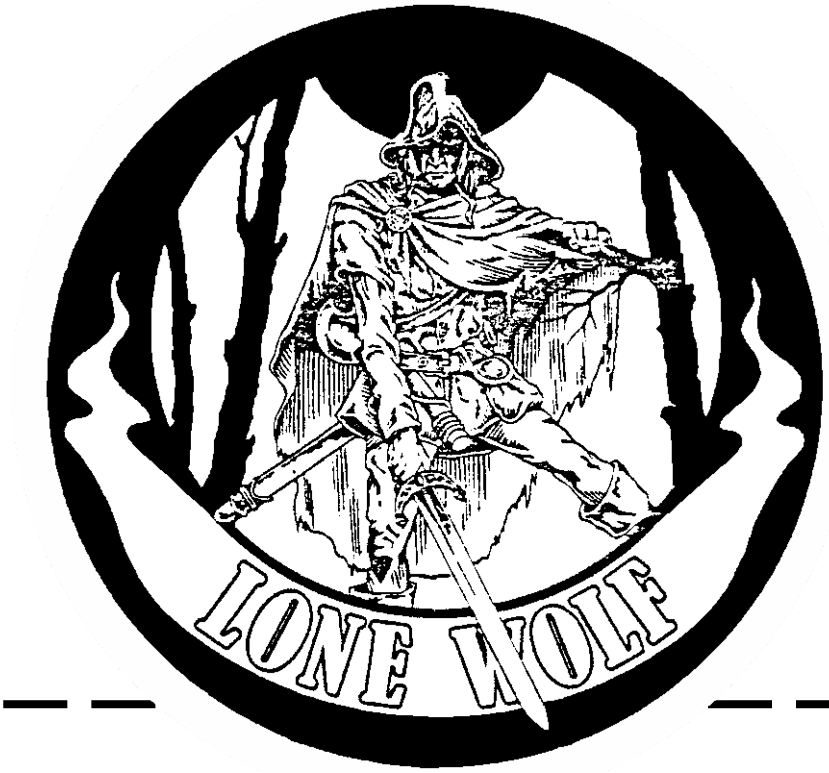

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SUMMER SPECIAL

Summer is here at last, and to celebrate the holiday season we've prepared this Lone Wolf Club SUMMER SPECIAL that is brimful of news and features for Lone Wolf fans. In response to the deluge of letters we've had since the last Newsletter, there are specially extended 'Kai Konnection' and 'Monastery Mailbag' features, plus a Summer Special Kai Crossword Competition for you to enter. Also, there's the chance for you to tell us exactly what you think about the Lone Wolf series in the Kai Questionnaire. It appears on the back of the crossword entry form and can be sent, with or without a competition entry, to the following address:

The Lone Wolf Club (SS4)
17–21 Conway Street,
London, W1P 6JD

The hottest news from the monastery is the start of a new series of books set in the world of Magnamund. Entitled 'GREY STAR', they chronicle the quest of a young Shianti wizard from the Isle of Lorn, in southern Magnamund. In this new series of gamebooks, you are the hero—Grey Star. Your task is to complete the quest for the Moonstone of the Shianti, a gem of great power that will enable you to challenge evil Shasarak—the Wytch-king of Shadaki, a cruel tyrant whose empire threatens to destroy your people.

The first of this exciting new series—The Wizard Grey Star—is due out in October of this year, with the publication of Book Two—City of the Dead*—soon after. Written by Ian Page and Joe Dever, they are beautifully illustrated by Ian McCaig and Paul Bonner, and contain a colour map and rules for magic that are based on the Lone Wolf game system.

In Newsletter 4, out next month, we'll be telling you more about Grey Star, and printing the new MAGNAKAI rules for the advanced Lone Wolf books, the first of which ('The Kingdoms of Terror') is due for publication on the 7th November, '85.

* Provisional title only

Monastery Mailbag

A SELECTION OF LETTERS FROM LONE WOLF FANS

Dear Kai Lords,

I really enjoy your Lone Wolf series. Your books are widely read in my country and I do not know of a single one of my friends who does not know what 'Lone Wolf' is. My favourite book is 'Fire on the Water' closely followed by 'The Chasm of Doom'. Please can we have Vonotar the Traitor return again . . . he's my favourite baddie!

Best Wishes,

Tan Ju Nguan, SINGAPORE

Dear Kai Lords

I'm hoping you can answer a few queries I have about your excellent Lone Wolf books. Having just finished 'Caverns of Kalte', I am currently carrying an Axe (with which I am skilled), a Magic Spear (which I pulled out of a Helghast in Book Two) and the Sommerswerd. Am I allowed to carry all three of these at the same time and if I am not, which weapon do you suggest I drop? My next question is whether Joe is planning on writing another series after Lone Wolf, I'm sure he'll make a good job of it! And lastly, do you think you could print a list of all the Club members so that they can get in touch with each other? Keep up the good work!

Yours honourably,

Chris Heaton, BRADFORD

Yes, Chris, you are allowed to carry all three of the items mentioned. The Magic Spear and the Sommerswerd are both Special Items, and do not count as Weapons so far as the rule for carrying only 2 Weapons is concerned. At the end of each adventure you are allowed to leave items in safe keeping at your monastery, but of course you cannot use them during your next adventure if you do so. Joe has recently completed the first two books in a new series entitled 'Grey Star' (see the first page for details), and the Kai Konnection pen-pal feature set up in Newsletter No. 3 should help all those club members who would like to make new friends by post.

Dear Kai Lords,

Congratulations on your brilliant role-playing adventures. Your Lone Wolf books are the élite of fantasy gamebooks. I'd especially like to congratulate Gary on his magnificent illustrations and say how greatly influenced I have been by his artwork. I am going to art college in September in order that I may, one day, become a successful book illustrator. Also, thanks for a most enjoyable drawing competition—let's have some more of them, please!

Yours Artistically,

Adrian Onn (Kai Savant) ST. ALBANS

Dear Kai Lords,

I wonder if you could advise me on the following queries:

1. In Book Two, 'Fire on the Water', I received the Sommerswerd and was instructed that its power increased my COMBAT SKILL by 8 (10 if I possessed Weaponskill in Swords). Is the COMBAT SKILL increase valid in future books and is the increase only applicable in combat against the undead?
2. In Book Three, 'The Caverns of Kalte', I found a vial containing distilled Graveweed (Sections 10, 250 & 77). I was then asked if I had ever visited the 'Graveyard of the Ancients' (ref. Book One). My problem is that I did go to the graveyard, but I was flattened by a block of granite. I'm wondering if this visit still counts.

Yours Kaifully,

Steven O'Dea, EDINBURGH

Yes, the increase in your basic COMBAT SKILL is valid from Book Two onwards, adding 8 points (in your case 10 due to your Weaponskill with Swords) to your total in any combat in which you use it.

Strictly speaking, in 'The Caverns of Kalte' the text should have read: 'If you have ever visited the Graveyard of the Ancients and survived', as your knowledge of graveweed would only be of use to you if this was the case.

IF YOU HAVE ANY HINTS, TIPS, QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

THE LONE WOLF CLUB (MM)
SPARROW BOOKS,
17–21 CONWAY ST.
LONDON, W1P 6JD

Dear Kai Lords,

Can you tell me if I will always have the Sommerswerd and will it always give me +8 points to my COMBAT SKILL?

Yours Sincerely,

Michael Morby, LONDON

Without giving too much away, any player who has found and kept the Sommerswerd during book two of the Lone Wolf series will be allowed to keep and use it in all forthcoming Lone Wolf adventures. As readers are no doubt aware, the Sommerswerd is the most important of all Special Items so far. It gives the player +8 to his / her COMBAT SKILL and doubles the loss of ENDURANCE points to the enemy when used against 'undead' creatures. Further information about its origin and powers will be revealed in future Lone Wolf books.

Dear Kai Lords,

Can you help me work out what the Giak Officer shouted at me in 'Flight from the Dark'? Is it a completely new language and therefore impossible to decode, or do the runes correspond to certain letters of our own alphabet?

Bob Gould, STAFFORD

In 'Flight from the Dark' (entry no. 325) the Giak officer shouts: "Ogot, Ogot!" at his cowering troops, followed by "RANEG ROGAG OK—ORGADAKA OKAK ROGAG GAJ!", which he screams at you.

The literal translation of this Giak sentence is as follows:

RANEG (return) ROGAG (future tense)

OK (I)—ORGADAKA (humans) OKAK (you)

ROGAG (future tense) GAJ (die)

Rearranged into English, the sentence reads: "I will return—you humans will die!"

The Giak language has been fully developed and documented by Joe, and it will be explained in full, i.e. how to speak, write and read it, in the forthcoming Magnamund Companion. 'Ogot', by the way, means 'Retreat' in English.

Dear Kai Lords,

I am an ardent fan of your books and I am hoping that you can straighten out a couple of queries I have:

1. In Book One, section 181, does this loss of equipment also include loss of money and Helmet?
2. Can the Padded Waistcoat from Book Three also be worn with a Chainmail Waistcoat in that adventure and others?
3. If you are instructed to eat Meals whilst in moving vehicles, and you have the Kai Discipline of Hunting, can you bypass this instruction or must you eat a Meal?

By the way, the new look newsletter is marvellous—I enjoyed No. 3 very much, especially the 'Giak Chat' part. Well done!!!

Yours Proudly,

Daren Britt (Kai Warmarn) CRAWLEY, Sussex

I'm afraid that the bandits took everything you had, including your Helmet and crowns. The Padded Waistcoat can be worn in addition to the Chainmail Waistcoat; indeed, during the Middle Ages it was very common for soldiers to wear a padded waist-coat under their chainmail to increase its protection and make it more comfortable to wear. As regards to the Meals, yes, you can bypass eating a Meal during a journey by vehicle if you have Hunting. We assume that the coach must stop at some time to allow for 'calls of nature', if nothing else!

Dear Kai Lords,

I would be grateful if you could tell me how often the Lone Wolf Club Newsletter comes out.

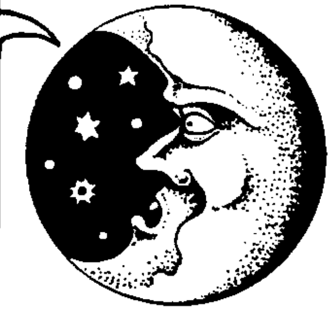
Yours Faithfully,

A. Chomley, HUTTE, W. GERMANY

We hope to produce four Lone Wolf Club Newsletters a year, one for each season, plus two specials—one for the New Year and one for Summer. Release of the newsletters should be approximately one month in advance of new Lone Wolf books, with the specials sent to members in January and August of each year.

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post. All you need do is send us a few details about yourself, using the Kai Konnection form, and we will feature you in the first available Kai Konnection feature.



Name: PAUL TYRRELL
Age: 9
Address: England
Hobbies: Gamebooks, cube, writing short stories.
Would like a pen-pal with similar interests and of a similar age group.

Name: JASON GRAFHAM
Age: 14
Address: England
Hobbies: RPGs, funk music, athletics, hates mushrooms, likes intelligent people of same age.
Would like pen-pal (preferably a girl) with similar interests and who is a dedicated Lone Wolf fan (rank of at least Warmarn).

Name: NICKY J CHURCH
Age: 11
Address: England
Hobbies: Badminton, scouts, gamebooks.
Would like a pen-pal (boy / girl) with similar interests.

Name: RUPERT BEAN
Age: 11
Address: England
Hobbies: Gamebooks, AD&D, board-games.
Would like male pen-pal with similar interests.

Name: GARY MARSHALL
Age: 12
Address: England
Hobbies: Lone Wolf, metal miniatures, Warhammer, running.
Would like pen-pal (boy / girl) dedicated to Lone Wolf and with similar interests.

Name: GEOFFREY SIMON
Age: 13
Address: Guernsey
Hobbies: BMX, gamebooks, computer games.
Would like a pen-pal (boy) of similar age and interests.

Name: KIRK ANDERSON
Age: 14
Address: England
Hobbies: Stamps, cars, ghost hunting, supernatural mysteries.
Would like a male / female pen-pal with similar interests.

Name: CHRISTOPHER BENEKE
Age: 12
Address: Co. Durham
Hobbies: D&D, RuneQuest, Lone Wolf.
Would like a pen-pal (boy / girl) of similar age and interests.

Name: GLYNN RYLAND
Age: 15
Address: England
Hobbies: Role-playing games, art, drama.
Would like a pen-pal, same age or older, with similar interests.

Name: NIGEL WHITEOAK
Age: 12
Address: England
Hobbies: Role-playing (Traveller, AD&D, Star Frontiers), gamebooks, war gaming and computer games.
Wants a pen-pal with similar interests (boy / girl).

Name: DEBBIE ALEXANDER
Age: 10
Address: Northern Ireland
Hobbies: Stamps, gamebooks, collecting erasers, joining clubs!
Would like a pen-pal (boy) with good sense of humour.

Name: SHANE BALKHAM
Age: 13
Address: England
Hobbies: Collecting & writing game-books, computers, drawing, sports.
Would like a pen-pal with similar interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 17–21, Conway Street, London, W1P 6JD

Name: IAN JESS
Age: 17
Address: Co. Derry
Hobbies: PBMing (play by mail) and gamebooks / comics.
Would like to hear from anyone into Marvel comics, 2000 AD, PBMing and reading gamebooks.

Name: MARK FENTON
Age: 11
Address: England
Hobbies: Collecting football programs, football & fantasy gaming (not D&D).
Would like a male pen-pal into football, fantasy books, the ‘Beano’ and writing letters.

Name: EMMA FISK
Age: 12
Address: Co. Durham
Hobbies: Collecting stamps, sport and drawing.
Would like a pen-pal (boy / girl) with similar interests.

Name: JONATHAN HAMILTON
Age: 14
Address: Northern Ireland
Hobbies: Gamebooks, magazines, keyrings (has over 70), swimming and canoeing.
Would like a pen-pal of the same age with similar hobbies, preferably in Northern Ireland.

Name: MARTIN HILL
Age: 11
Address: England
Hobbies: Stamp collecting and fantasy books (has over 20).
Would like a pen-pal who likes gamebooks and writing letters.

Name: SIMON COLLISON
Age: 11
Address: England
Hobbies: Wildlife, drawing, computing, reading fantasy / game-books.
Would like a pen-pal (boy / girl) with similar interests.

Name: MARK BULLEN
Age: 12
Address: England
Hobbies: Gamebooks, wargaming, computing, model glider flying, reading.
Would like a pen-pal interested in wargaming and / or gamebooks.

Name: MICHEAL GIBBENS
Age: 13
Address: England
Hobbies: Collects fantasy gamebooks and badges (over 420). Like reading, athletics and cats.
Would like a pen-pal (boy / girl) with similar interests aged between 12 and 15.

Name: ROBERT LONG
Age: 14
Address: England
Hobbies: AD&D, Warhammer, collecting metal miniatures, J. R. R. Tolkien.
Would like a pen-pal with the same / similar interests.

Name: RODDY MOORE
Age: 14
Address: Scotland
Hobbies: Fantasy gamebooks, Spectrum 48K and football.
Would like a pen-pal (boy / girl) interested in Spectrum computer and role-playing games.

Name: MATTHEW GEE
Age: 15
Address: England
Hobbies: Collecting metal miniatures, ice hockey, drawing, RPGs.
Would like a pen-pal (boy / girl) with similar interests, especially RPGs (Rune-Quest).

Name: “WIZ” E. RANKIN
Age: 14
Address: England
Hobbies: Fantasy gamebooks, reading, drawing, anything nutty!
Would like a nutty pen-pal (boy / girl) who is interesting.

Name: SEAN HAMILTON
Age: 16
Address: Scotland
Hobbies: D&D, metal miniatures, pop music, sci-fi magazines (White Dwarf, 2000AD etc.).
Would like a pen-pal (boy / girl) with similar interests (UK).

Name: RACHEL COCKLIN
Age: 15
Address: England
Hobbies: Role-playing games (D&D, T&T), Laurel & Hardy films, clarinet.
Would like a pen-pal (boy / girl) with similar interests—preferably insane.

Name: CHRISTOPHER GREEN
Age: 11
Address: England
Hobbies: Collecting gamebooks & badges, coins, D&D, rugby.
Would like to hear from a pen-pal with similar interests.

Name: PAUL RAND
Age: 13
Address: Co. Durham
Hobbies: Computers and RPGs.
Would like a pen-pal with the same interests (RuneQuest and AD&D especially).

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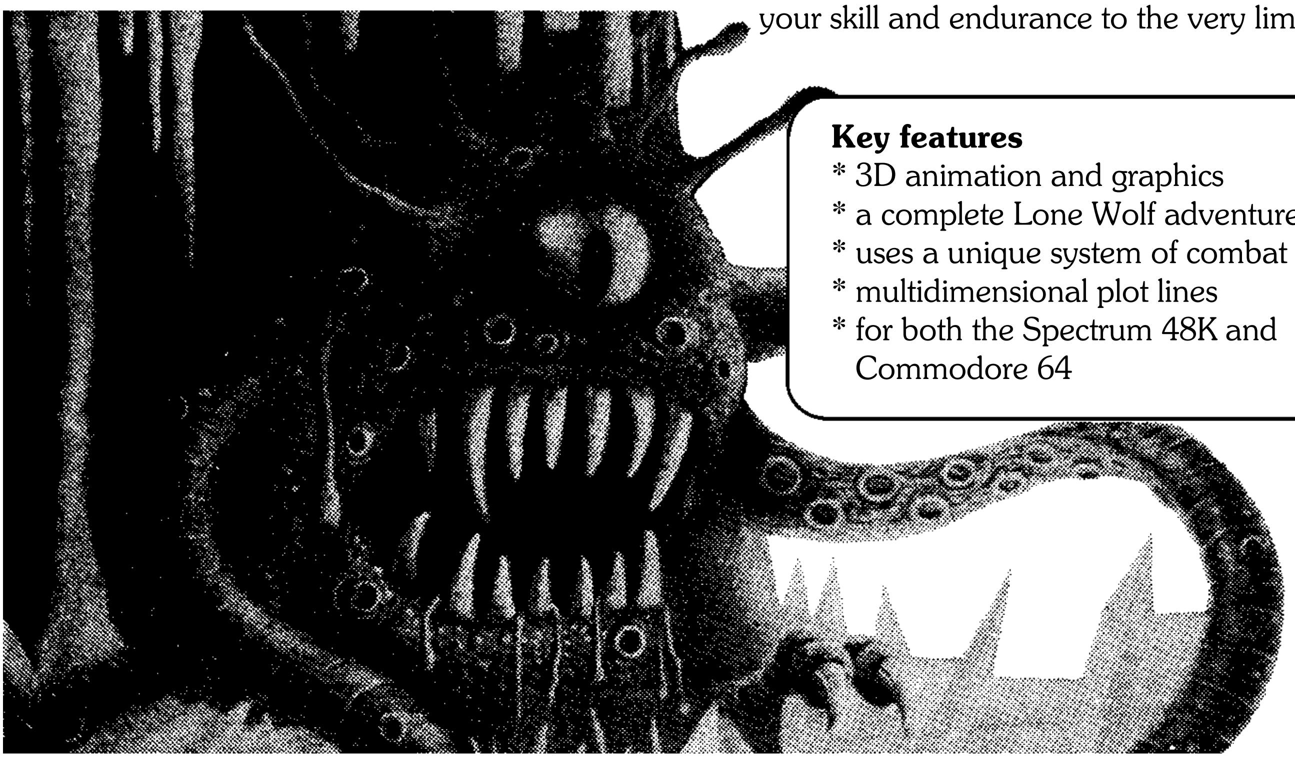

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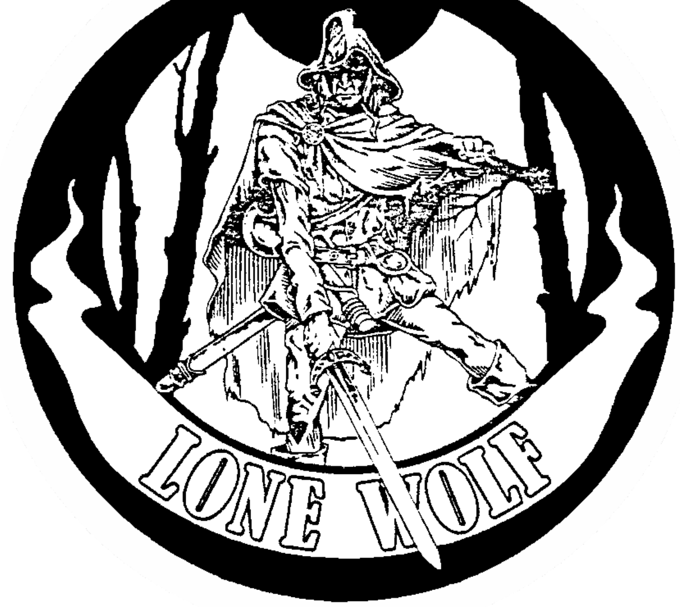

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SUB-TOTAL:			£	:	
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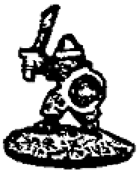

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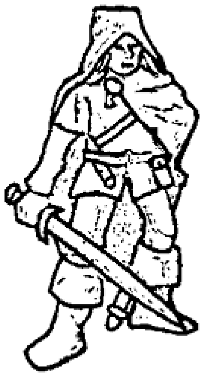

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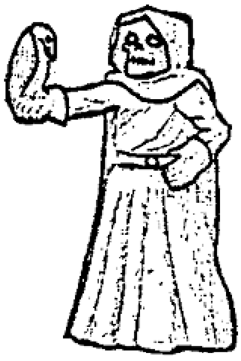

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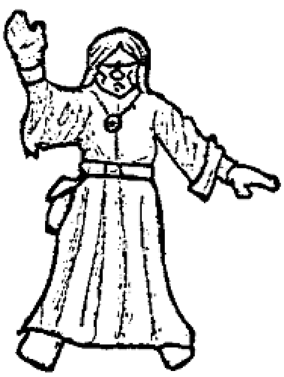

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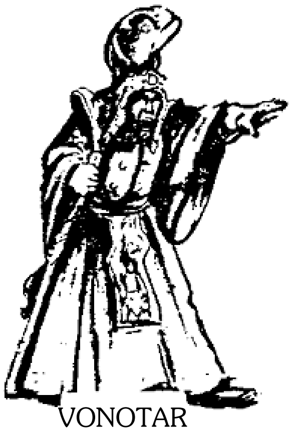

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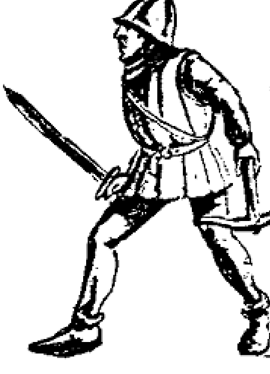

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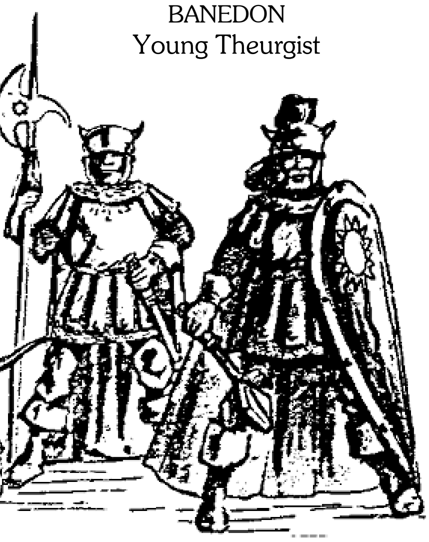

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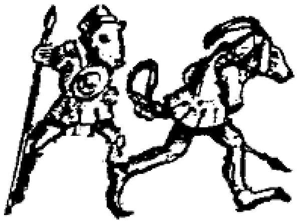

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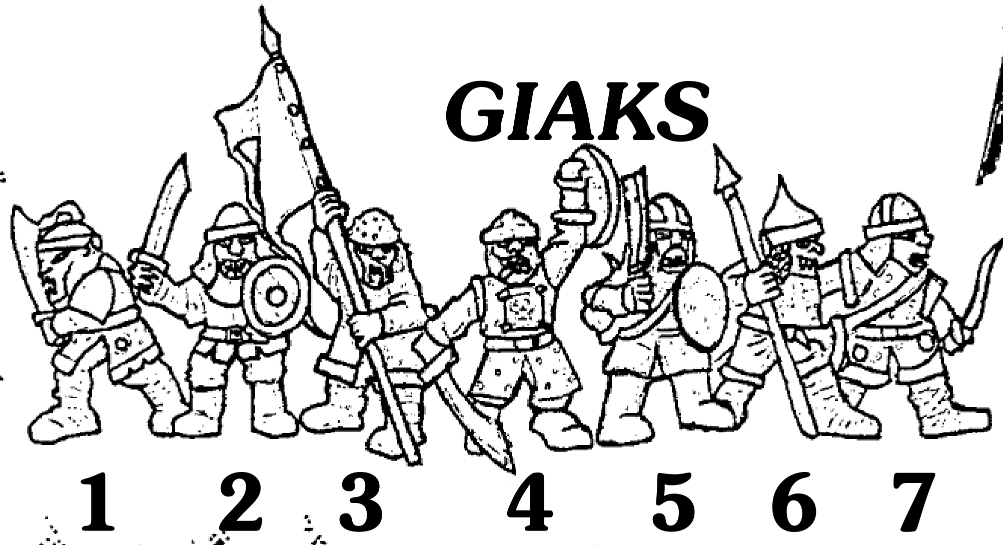

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The Lone Wolf Club SUMMER SPECIAL CROSSWORD Competition has been based around characters and events that can be found in Lone Wolf Books 1–4. Entries must be in before 30th November 1985, and entries received after this date will not count, so do get them in to us as soon as possible. All winners will be notified by post no later than 1st January 1986.

* * PRIZES * *

The first correctly completed entry picked at random from all the entries received will win a deluxe MULTI-FUNCTION WRIST WATCH and a complete set of autographed Lone Wolf books.

The following five correctly completed entries, picked at random from all the entries received, will win autographed copies of 'SHADOW ON THE SAND', book five in the Lone Wolf series.

Now that you know the prizes, here are the clues to the SUMMER SPECIAL Crossword. The crossword is printed on the same page as the entrant details form which you must complete with your name and address. Remember to send it to us no later than 30th NOVEMBER 1985

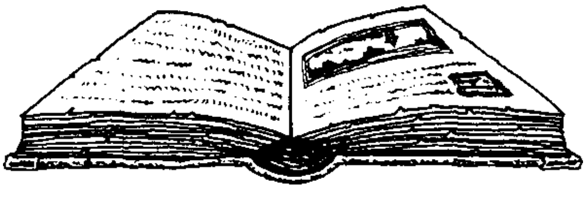
GOOD LUCK!

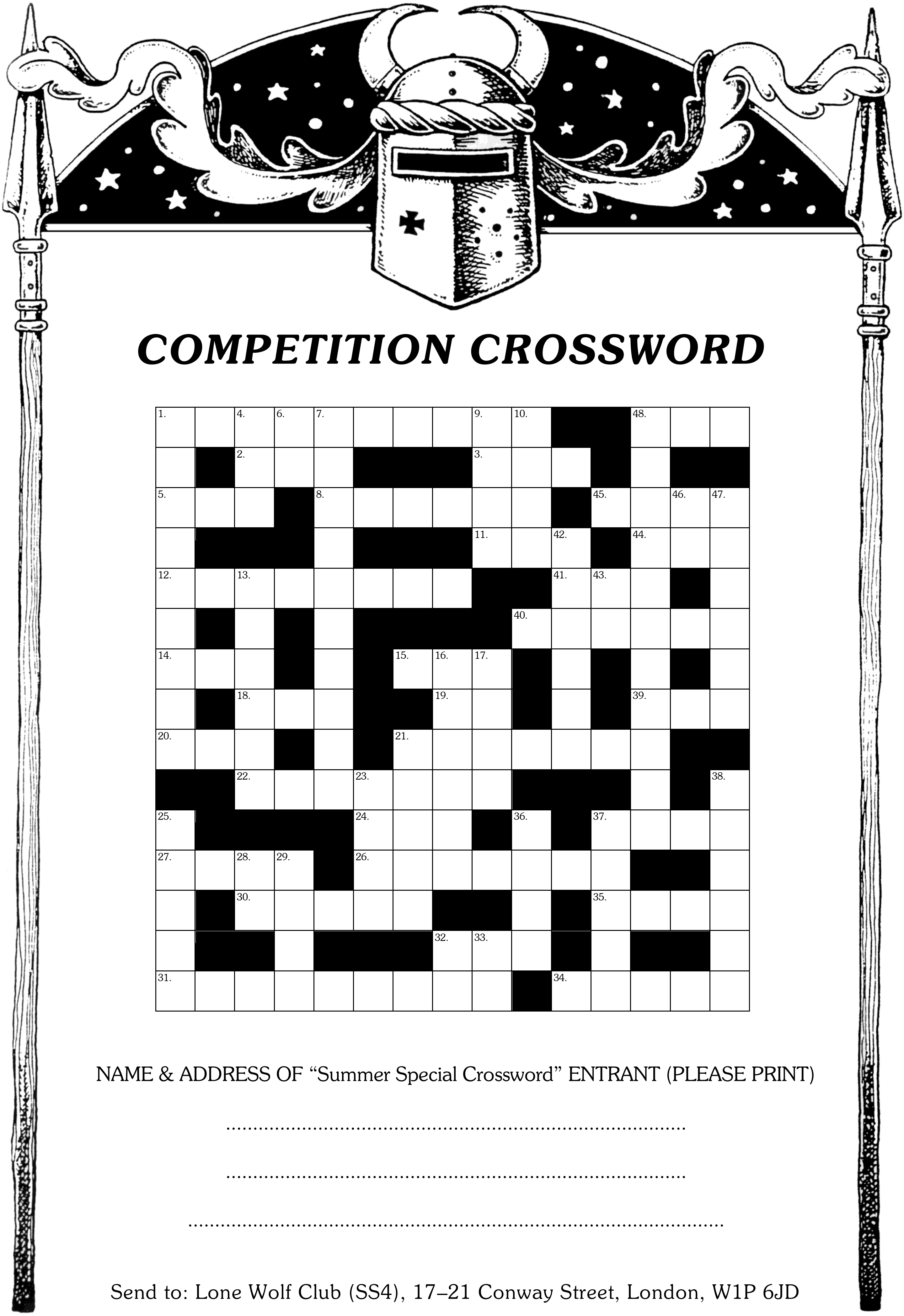
ACROSS

1. A mountain in Kalte (10)
2. A tailless monkey (3)
3. Every Lone Wolf adventure has a coloured one of these (3)
5. A rodent that lives in a sewer (3)
8. A famous company of Cloeasian troubadours (6)
11. The number of Disciplines that a Kai Master possesses (3)
12. The Kai Master who was once envoy to Port Bax (8)
14. The organ of bearing in a human (3)
15. A small, poisonous snake (3)
18. This substance is found under the skins of Baknar (3)
19. In the direction of (2)
20. In battle, a cuissart protects this part of the body (3)
21. Evil traitor (7)
22. A young goose (7)
24. A historical period (3)
26. Arrows and bolts are both types of '-------' (7)
27. To '----inate' something is to get rid of it (4)
30. A town on the edge of the Wildlands (6)
31. A holy order sworn to silence (9)
34. Captain D'Val's first name (5)
35. Eager or expectant (4)
37. Cala---- are found growing in the Maaken mines (4)
39. Used to propel a boat (3)
40. A remote province of Sommerlund (6)
41. A poem to celebrate an event (3)
44. A Greek island off the coast of Turkey (3)
45. A river north of Ruanon (4)
48. A disorderly crowd of people (3)

DOWN

1. A game played in the gambling halls of Ragadorn (9)
4. One grain of a cereal plant (3)
6. Opposite of down (2)
7. These were raised from the seabed to stop the Durenese fleet (10)
9. To send out, or to utter (4)
10. Very uncommon (4)
13. A young sailor aboard the 'Green Sceptre' (6)
16. Pieces of smooth rock (6)
17. A terrible smell (4)
23. Unable to walk due to an injury (4)
25. A Kalte guide (5)
28. The thing being discussed (2)
29. A lake (4)
32. Doctor (abbrev.) (2)
33. United States (abbrev.) (2)
36. A fishy weapon? (4)
37. To stop (5)
38. A soldier who patrols the borders of Sommerlund (6)
42. It your endurance reaches this point, you are dead (6)
43. The Russian word for 'yes' (2)
46. The English word for 'niet' (2)
47. The 'Pick and Shovel' tavern is located here (6)
48. The chasm of doom (11)





COMPETITION CROSSWORD

1.		4.	6.	7.				9.	10.	■	■	48.		
	■	2.			■	■	■	3.			■		■	■
5.			■	8.						■	45.		46.	47.
	■	■	■		■	■	■	11.		42.	■	44.		
12.		13.						■	■	41.	43.		■	
	■		■		■	■	■	■	40.					
14.			■		■	15.	16.	17.	■		■		■	
	■	18.			■	■	19.		■		■	39.		
20.			■		■	21.							■	■
■	■	22.			23.				■	■	■		■	38.
25.	■	■	■	■	24.			■	36.	■	37.			
27.		28.	29.	■	26.							■	■	
	■	30.					■	■		■	35.			
	■	■		■	■	■	32.	33.		■		■	■	
31.									■	34.				

NAME & ADDRESS OF “Summer Special Crossword” ENTRANT (PLEASE PRINT)

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Send to: Lone Wolf Club (SS4), 17–21 Conway Street, London, W1P 6JD

KAI QUESTIONNAIRE

1. Which is your favourite Lone Wolf book? ....
2. Which Lone Wolf book did you buy first? ....
3. Which Lone Wolf book has the best cover? ....
4. Which is your favourite black & white illustration? Book No ....Entry ....
5. Which is your favourite entry/scene? Book No.................... Entry.................
6. How many Lone Wolf books do you have? ....
7. How many other solo-gamebooks do you have? ....
8. How do you rate Lone Wolf compared to other solo-gamebooks? ....
9. What is it about Lone Wolf that you enjoy the most? ....
10. Is there anything you really dislike about Lone Wolf?...
11. How did you hear about Lone Wolf gamebooks? ....
12. Where do you buy your Lone Wolf books?..
13. Do you have any difficulty getting hold of Lone Wolf books?...
14. Do your friends read Lone Wolf?...
15. How many people (besides yourself) read your copy of Lone Wolf?
    One............ Two........... Three .... Four.......... Five/more ....
16. How do you rate the Lone Wolf rule system on the following points?
    Clarity............................... Design.....................................
    Ease of use .... Originality ....
17. Do you think the Lone Wolf adventures are (tick appropriate description):
    Too easy? ...... A bit easy?......... OK?...... A bit hard?........ Too hard? ....
18. Do you think the Lone Wolf books are value for money?...
19. Do you think Lone Wolf improves or lessens in quality? ....
20. Do you play Role-playing games? If so, which?..
21. Do you read Role-playing games magazines? If so, which? ....
22. Do you own a computer? If so, which? ....
23. Would you like to see anything added to the Lone Wolf Club Newsletter? ....
24. Would you like to see anything dropped from the Club Newsletter?...
25. How old are you?....................
26. If you would like us to send details about the Lone Wolf Club to one of your friends who is not already a member, please fill in their name and address below:

Name:.. Address:...

....

No.4

LONE WOLF CLUB

DEAR MEMBER,

Joe Dever, Gary Chalk and Ian page invite all Lone Wolf Club members to come and meet us at this year's GAMES DAY. It's going to be a tremendous 2-day event with role-playing participation games, painting competitions, art workshops, games auctions, massive fantasy wargame battles, and a games quiz, plus it will be attended by the leading authors and artists in the world or adventure games and books.

LONE WOLF CLUB MEMBERS who come to the convention wearing a Lone Wolf T-shirt will receive a free full-colour Lone Wolf wall poster, signed by Joe & Gary. Bring all your Lone Wolf books along to the Beaver Books stand, and we'll sign them as well!

Tickets can be bought at the door at £1.50 per day, or in advance from any branch of the Games Workshop shops in Manchester, Birmingham, Sheffield, London, Newcastle, York and Nottingham.

Saturday 28th September 1985 10.30am–6pm

Sunday 29th September 1985 10.00am–5pm

WE LOOK FORWARD TO SEEING YOU AT THIS GREAT GAMES EVENT!

GAMES DAY '85
Royal Horticultural Society
Greycoat Street, London
28th & 29th September

Monastery Mailbag

A SELECTION OF LETTERS FROM LONE WOLF FANS

A SELECTION OF LETTERS FROM LONE WOLF CLUB MEMBERS

Dear Kai Lords,

I enjoy every moment in a Lone Wolf book, but I always want to know more about the strange world of Magnamund, so please could you tell me where Kraan and Drakkarim come from?

With honour,

Glenn Innes, Kai Warmarn, WEST LOTHIAN

Kraan were originally bred in the dungeons of Helgedad by Darklord Vashna, about 1600 years before the time in which the Lone Wolf books are set. They were created as flying mounts for Darklord commanders, to enable them to reach the far-flung corners of their empire in the quickest possible time. Fed on the meat of Szalls and Swamp Giaks, these creatures grew fierce and strong. Zagarna amassed a great number in preparation for the invasion of Sommerlund, and it was their air assault on the Kai Monastery that brought about the near-total destruction of the order.

The Drakkarim are a race of evil human barbarians who invaded Northern Magnamund from the west approximately 2500 years before the birth of Lone Wolf. They laid claim to vast tracts of land, putting to the sword and the torch all that stood in their way. The lands of Nyras, Ghatan, Nyvoz, Ogia, Skaror and Zaldir became theirs, but only to be lost to the Darklords when, in fear and awe of their power, the Drakkarim nations allied to their cause. These evil warriors now form regiments of assault-troopers in Darklord armies.

Dear Kai Lords,

I think the Lone Wolf books are really excellent and exciting, but there are some questions that I would like to ask:

With Prince Pelathar dead, who is heir to the throne of Sommerlund?

How did the innkeeper of the Forlorn Hope at Gorn Cove come to lose the sight in one eye?

Who was the mystic man who said 'the stars foretold our meeting long ago, Lone Wolf'?

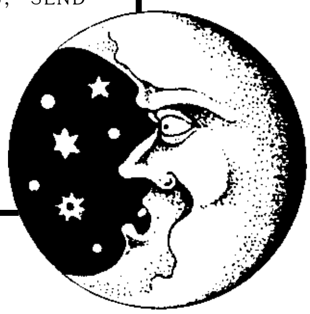
Congratulations on the Summer Special—it was terrific!

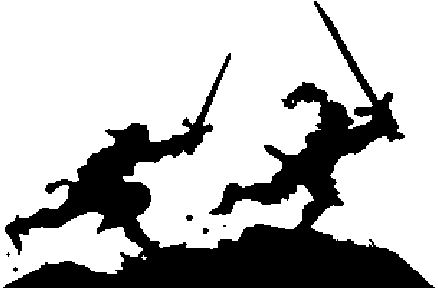
Yours sincerely,

Rupert Bean, Kai Master, SURREY

IF YOU HAVE ANY HINTS, TIPS, QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

THE LONE WOLF CLUB (MM)
BEAVER BOOKS
BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON
WC2N 4NW





With the Crown Prince dead, the throne (unless something untoward should happen in the meantime!) will pass to his older sister, the Princess Imelda. Only on one prior occasion has the male genealogical line been broken, and that was when the heir to King Corel I, the Crown Prince Pheron the Young, died at birth. The throne passed to his only sister, Princess Maura (later Queen Maura II), who married Prince Oldar of Durenor. Their son became King Ulnar III of Sommerlund.

The old innkeeper, in his younger years, was part of a bandit gang that raided the forested border with Durenor. He lost his eye after ambushing a merchant caravan: the merchant's pet hawk took its revenge for the murder of its master!

The mystic man who appeared in a hut close to Raider's Road is a sage called Gwynian. You'll be meeting him again in the first Magnakai adventure, 'The Kingdoms of Terror', where his purpose will be made clearer.

Dear Kai Lords,
What can I say but 'wow!'—"Shadow on the Sand" must be the best gamebook on sale anywhere in the world. I couldn't put it down it was so exciting, and when I finished, I started reading it again and it was just as good. I really can't wait for 'The Kingdoms of Terror', and Grey Star sounds really good. I used to collect other gamebooks, but I don't bother anymore. They are boring compared to Lone Wolf.

May your ENDURANCE never run out.

Alan Hill, LANCASTER

THE MAGNAKAI RULES

As promised in Newsletter No. 3, here are the new Magnakai Rules for the advanced Lone Wolf books (6–12) to enable all Kai Masters to become acquainted with their new skills and disciplines before attempting the first of the advanced Magnakai adventures: 'THE KINGDOMS OF TERROR'

During your training as a Kai Master you have developed fighting prowess—COMBAT SKILL, and physical stamina—ENDURANCE. Before you set off on your adventure you need to measure how effective your training has been. To do this take a pencil and, with your eyes closed, point with the blunt end of it on to the *Random Number Table*. If you pick 0 it counts as zero.

The first number that you pick from the *Random Number Table* in this way represents your COMBAT SKILL. Add 10 to the number you picked and write the total in the COMBAT SKILL section of your Action Chart. (i.e., if your pencil fell on the number 4 in the *Random Number Table* you would write in a COMBAT SKILL of 14.) When you fight, your COMBAT SKILL will be pitted against that of your enemy. A high score in this section is therefore very desirable.

The second number that you pick from the *Random Number Table* represents your powers of ENDURANCE. Add 20 to this number and write the total in the ENDURANCE section of your Action Chart. (i.e., if your pencil fell on the number 6 on the *Random Number Table* you would have 26 ENDURANCE points.)

If you are wounded in combat you will lose ENDURANCE points. If at any time your ENDURANCE points fall to zero or below, you are dead and the adventure is over. Lost ENDURANCE points can be regained during the course of the adventure, but your number of ENDURANCE points can never rise above the number you started with.

If you have successfully completed any of the previous adventures in the Lone Wolf series, Books 1-5, you can carry your current scores of COMBAT SKILL and ENDURANCE points over to Book 6. You may also carry over any Weapons and Special Items you have in your possession at the end of your last adventure, and these should be entered on your new *Action Chart* (you are still limited to two Weapons and eight Backpack Items).

MAGNAKAI DISCIPLINES

During your training as a Kai Lord, and in the course of the adventures that led to the discovery of *The Book of the Magnakai*, you have mastered all ten of the basic warrior skills known as the Kai Disciplines.

After studying *The Book of the Magnakai*, you have also reached the rank of Kai Master Superior, which means that you have learnt three of the Magnakai Disciplines listed below. It is up to you to choose which three skills these are. As all of the Magnakai Disciplines will be of use to you at some point on your adventure, pick your three with care. The correct use of a Magnakai Discipline at the right time can save your life.

The Magnakai skills are divided into groups, each of which is governed by a separate school of training. These groups are called 'Lore-circles'. By mastering all of the Magnakai Disciplines in a particular Lore-circle, you can gain an increase in your COMBAT SKILL and ENDURANCE points score. (See the section 'Lore-circles of the Magnakai' for details of these bonuses.)

Weaponmastery

This Magnakai Discipline enables a Kai Master to become proficient in the use of all types of weapon. When you enter combat with a weapon you have mastered, you add 3 points to your COMBAT SKILL. The rank of Kai Master Superior, with which you begin the Magnakai series, means you are skilled in three of the weapons in the list below.

DAGGER
MACE
WARHAMMER
AXE
QUARTERSTAFF
SPEAR
SHORT SWORD
BOW
SWORD
BROADSWORD

The fact that you are skilled with three weapons does not mean that you begin the adventure carrying any of them. However, you will have opportunities to acquire weapons during your adventure. For every Lone Wolf book that you complete in the Magnakai series, you may add an additional weapon to your list.

If you choose this skill, write 'Weaponmastery: +3 COMBAT SKILL points' on your *Action Chart*, and tick your chosen weapons on the weapons list. You cannot carry more than two Weapons.

Animal Control

This Magnakai Discipline enables a Kai Master to communicate with most animals and to determine their purpose and intentions. It also enables a Kai Master to fight from the saddle with great advantage.

If you choose this skill, write 'Animal Control' on your *Action Chart*.

Curing

The possessor of this skill can restore 1 lost ENDURANCE point to his total for every numbered section of the book through which he passes, provided he is not involved in combat. (This can only be done after his ENDURANCE has fallen below its original level.) This Magnakai Discipline also enables a Kai Master to cure disease, blindness and any combat wounds sustained by others, as well as himself. Using the knowledge mastery of this skill provides will also allow a Kai Master to identify the properties of any herbs, roots and potions that may be encountered during the adventure.

If you choose this skill, write 'Curing: +1 ENDURANCE point for each section without combat' on your *Action Chart*.

Invisibility

This Magnakai skill allows a Kai Master to blend in with his surroundings, even in the most exposed terrain. It will enable him to mask his body heat and scent, and to adopt the dialect and mannerisms of any town or city that he visits.

If you choose this skill, write 'Invisibility' on your *Action Chart*.

Huntmastery

This skill ensures that a Kai Master will never starve in the wild; he will always be able to hunt for food, even in areas of wasteland and desert. It also enables a Kai Master to move with great speed and dexterity and will allow him to ignore any extra loss of COMBAT SKILL points due to a surprise attack or ambush.

If you choose this skill, write 'Huntmastery' on your *Action Chart*.

Pathsmanship

In addition to the basic skill of being able to recognize the correct path in unknown territory, the Magnakai skill of Pathsmanship will enable a Kai Master to read foreign languages, decipher symbols, read footprints and tracks (even if they have been disturbed), and detect the presence of most traps. It also grants him the gift of always knowing intuitively the position of north.

If you choose this skill, write 'Pathsmanship' on your *Action Chart*.

Psi-surge

This psychic skill enables a Kai Master to attack an enemy using the force of his mind. It can be used as well as normal combat weapons and adds 4 extra points to your COMBAT SKILL.

It is a powerful Discipline, but it is also a costly one. For every round of combat in which you use Psi-surge, you must deduct 2 ENDURANCE points. A weaker form of Psi-surge called Mindblast can be used against an enemy without losing any ENDURANCE points, but it will add only 2 extra points to your COMBAT SKILL. Psi-surge cannot be used if your ENDURANCE falls to 6 points or below, and not all of the creatures encountered on your adventure will be affected by it; you will be told if a creature is immune.

If you choose this skill, write 'Psi-surge: +4 COMBAT SKILL points but –2 ENDURANCE points per round or Mindblast: +2 COMBAT SKILL points' on your *Action Chart*.

Psi-screen

Many of the hostile creatures that inhabit Magnamund have the ability to attack you using their Mindforce. The Magnakai Discipline of Psi-screen prevents you from losing any ENDURANCE points when subjected to this form of attack and greatly increases your defence against supernatural illusions and hypnosis.

If you choose this skill, write 'Psi-screen: no points lost when attacked by Mindforce' on your *Action Chart*.

Nexus

Mastery of this Magnakai skill will enable you to withstand extremes of heat and cold without losing ENDURANCE points and to move items by your powers of concentration alone.

If you choose this skill, write 'Nexus' on your *Action Chart*.

Divination

This skill may warn a Kai Master of imminent or unseen danger or enable him to detect an invisible or hidden enemy. It may also reveal the true purpose or intent of a stranger or strange object encountered in your adventure. Divination may enable you to communicate telepathically with another person and to sense if a creature possesses psychic abilities.

If you choose this skill, write 'Divination' on your *Action Chart*.

If you successfully complete the mission as set in Book 6 of the *Lone Wolf* series, you may add a further Magnakai Discipline of your choice to your *Action Chart* in Book 7. This additional skill, together with your other Magnakai skills and any Special Items that you have found and been able to keep during your adventures may then be used in the next adventure in the *Lone Wolf* Magnakai series, which is called CASTLE DEATH.

EQUIPMENT

Before leaving Sommerlund on your quest for the Lorestone of Varetta, you equip yourself with a map of the Stornlands (see front inside cover) and a pouch of gold. To find out how much gold is in the pouch, pick a number from the *Random Number Table*. Add 10 to the number you have picked. The total equals the number of Gold Crowns inside the pouch and you should now enter this number in the Gold Crowns section of your *Action Chart*. If you have successfully completed Books 1–5 of the *Lone Wolf* adventures in the earlier series, you may add this sum to the total of any Crowns you already possess. You can only carry a maximum of fifty Crowns, but any over this number can be left in safe-keeping at your Kai Monastery.

You can take five items from the list below, again adding to these, if necessary, any you may already possess. However, remember you can only carry two weapons and eight backpack items, maximum.

SWORD (Weapons)
POTION OF LAUMSPUR (Backpack Item) This potion restores 4 ENDURANCE points to your total when swallowed after combat. There is enough for only one dose.
WARHAMMER (Weapons)
BOW (Weapons)
QUIVER (Special Item). This contains six arrows. Tick them off as they are used.
4 SPECIAL RATIONS (Meals). Each of these counts as one Meal, and each takes up one space in your Backpack.
QUARTERSTAFF (Weapons)
PADDED LEATHER WAISTCOAT (Special Item). This adds 2 ENDURANCE points to your total.
ROPE (Backpack Item)
DAGGER (Weapons)
TINDERBOX (Backpack Item)
AXE (Weapons)

List the five items that you choose on your *Action Chart*, under the heading given in brackets, and make a note of any effect it may have on your ENDURANCE points or COMBAT SKILL.

How to carry Equipment

Now that you have your equipment, the following list shows you how it is carried. You do not need to make notes but you should refer back to this list in the course of your adventure.

SWORD – carried in the hand
POTION OF LAUMSPUR – carried in the Backpack
WARHAMMER – carried in the hand
BOW – carried in the hand
QUIVER – slung over your shoulder
SPECIAL RATIONS – carried in the Backpack
QUARTERSTAFF – carried in the hand
PADDED LEATHER WAISTCOAT – worn on the body
ROPE – carried in the Backpack

DAGGER – carried in the hand
TINDERBOX – carried in the Backpack
AXE – carried in the hand

How much can you carry?

Weapons

The maximum number of weapons that you may carry is two.

Backpack Items
These must be stored in your Backpack. Because space is limited you may only keep a maximum of eight articles, including Meals, in your Backpack at any one time.

Special Items
Special Items are not carried in the Backpack. When you discover a Special Item, you will be told how to carry it.

Gold Crowns
These are always carried in the Belt Pouch. It will hold a maximum of fifty Crowns.

Food
Food is carried in your Backpack. Each Meal counts as one item.

Any item that may be of use and can be picked up on your adventure and entered on your *Action Chart* is given Initial capitals (e.g. Gold Dagger, Magic Pendant) in the text. Unless you are told it is a Special Item, carry it in your Backpack.

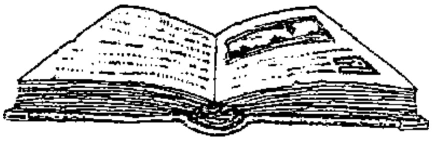
How to use your equipment

Weapons
Weapons aid you in combat. If you have the Magnakai Discipline of Weaponmastery and a correct weapon, it adds 3 points to your COMBAT SKILL. If you enter a combat with no weapons, deduct 4 points from your COMBAT SKILL and fight with your bare hands. If you find a weapon during the adventure, you may pick it up and use it. (Remember you can only carry two weapons at once.)

Bow and Arrows
During your adventure there will be opportunities to use a bow and arrow. If you equip yourself with this weapon, and you possess at least one arrow, you may use it when the text of a particular section allows you to do so. The bow is a useful weapon for it enables you to hit an enemy at a distance. However a bow cannot be used in hand-to-hand combat therefore it is strongly recommended that you equip yourself with a close combat weapon, like a sword or a mace, as well.

In order to use a bow you must possess a quiver and at least one arrow. Each time the bow is used erase an arrow from your Action Chart. A bow cannot, of course, be used if you exhaust your supply of arrows but the opportunity may arise during your adventure for you to replenish your stock of arrows.

If you have the Magnakai Discipline of Weaponmastery with a bow, you may add 3 to any number that you choose from the Random Number Table, when using the bow. If you enter combat armed only with a bow, you must deduct 4 points from your COMBAT SKILL and fight with your bare hands.



Backpack Items
During your travels you will discover various useful items which you may wish to keep. (Remember you can only carry a maximum of eight items in your Backpack at any time.) You may exchange or discard them at any point when you are not involved in combat.

Special Items
Special Items are not carried in the Backpack. When you discover a Special Item, you will be told how to carry it. If you have successfully completed previous *Lone Wolf* books, you may already possess Special Items

Gold Crowns
The currency of Sommerlund and the Stornlands is the Crown, which is a small gold coin. Whenever you kill an enemy and search the body, you may take any Gold Crowns that you find and put them in your Belt Pouch. (Remember the pouch can carry a maximum of 50 Gold Crowns.)

Food
You will need to eat regularly during your adventure. If you do not have any food when you are instructed to eat a Meal, you will lose 2 ENDURANCE points. If you have chosen the Magnakai Discipline of Huntmastery as one of your skills, you will not need to tick off a Meal when instructed to eat.

Potion of Laumspur
This is a healing potion that can restore 4 ENDURANCE points to your total when swallowed after combat. There is enough for one dose only. If you discover any other potion during the adventure, you will be informed of its effect. All potions are Backpack Items.

RULES FOR COMBAT

There will be occasions during your adventure when you will have to fight an enemy. The enemy's COMBAT SKILL and ENDURANCE points are given in the text. Lone Wolf's aim in the combat is to kill the enemy by reducing his ENDURANCE points to zero while losing as few ENDURANCE points as possible himself.

At the start of the combat, enter Lone Wolf's and the enemy's ENDURANCE points in the appropriate boxes on the Combat Record section of your Action Chart.

The sequence for combat is as follows:

1. Add any extra points gained through your Magnakai Disciplines and Special Items to your current COMBAT SKILL total.
2. Subtract the COMBAT SKILL of your enemy from this total. The result is your Combat Ratio. Enter it on the Action Chart.

   Example

   Lone Wolf (COMBAT SKILL 15) is attacked by a Nightstalker (COMBAT SKILL 22). He is not given the opportunity to evade combat, but must stand and fight as the creature leaps on him. Lone Wolf has the Magnakai Discipline of Psi-surge to which the Nightstalker is not immune, so Lone Wolf adds 4 points to his COMBAT SKILL, giving a total COMBAT SKILL of 19.

   He subtracts the Nightstalker's COMBAT SKILL from his own, giving a *Combat Ratio* of –3. (19 – 22 = –3). –3 is noted on the *Action Chart* as the *Combat Ratio*.

3. When you have your *Combat Ratio*, pick a number from the *Random Number Table*.
4. Turn to the *Combat Results Table* on the inside back cover of the book. Along the top of the chart are shown the *Combat Ratio* numbers. Find the number that is the same as your *Combat Ratio* and cross-reference it with the random number that you have picked (the random numbers appear on the side of the chart). You now have the number of ENDURANCE points lost by both Lone Wolf and his enemy in this round of combat. (*E* represents points lost by the enemy, *LW* represents points lost by Lone Wolf.)

   Example

   The *Combat Ratio* between Lone Wolf and the Nightstalker has been established as -3. If the number taken from the *Random Number Table* is a 6 then the result of the first round of combat is:

   Lone Wolf loses 3 ENDURANCE points. (Plus an additional 2 points for using Psi-surge)

   Nightstalker loses 6 ENDURANCE points

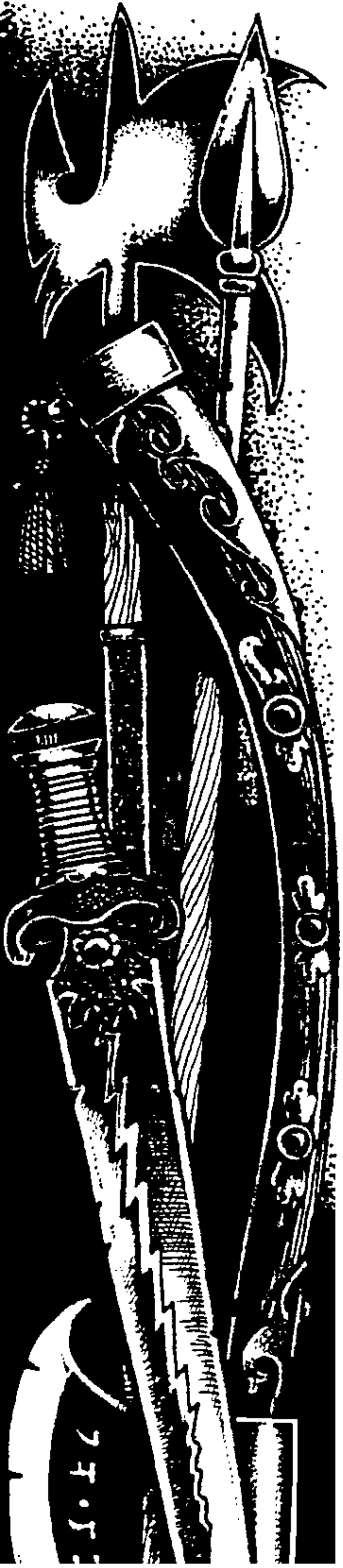
5. On the *Action Chart*, mark the changes in ENDURANCE points to the participants in the combat.
6. Unless otherwise instructed, or unless you have an option to evade, the next round of combat now starts.
7. Repeat the sequence from Stage 3.

This process of combat continues until the ENDURANCE points of either the enemy or Lone Wolf are reduced to zero, at which point the one with the zero score is declared dead. If Lone Wolf is dead, the adventure is over. If the enemy is dead, Lone Wolf proceeds but with his ENDURANCE points reduced.

A summary of Combat Rules appears on the page after the *Random Number Table*.

Evasion of combat

During your adventure you may be given the chance to evade combat. If you have already engaged in a round of combat and decide to evade, calculate the combat for the round in the usual manner. All points lost by the enemy as a result of that round are ignored and you make your escape. Only Lone Wolf may lose ENDURANCE points during that round, but then that is the risk of running away! You may only evade if the text of the particular section allows you to do so.



LEVELS OF MAGNAKAI TRAINING

The following table is a guide to the rank and titles that are reached by Kai Masters at each stage of their training. As you successfully complete each adventure in the Lone Wolf Magnakai series, you will gain an additional Magnakai Discipline and progress towards the ultimate distinction of a Kai Warrior—Kai Grand Mastership.

No. of Kai Disciplines mastered by Kai Master	*Magnakai Rank*
1	Kai Master
2	Kai Master Senior
3	Kai Master Superior—*You begin the Lone Wolf Magnakai adventures with this level of training.*
4	Primate
5	Tutelary
6	Principalin
7	Mentora
8	Scion-kai
9	Archmaster
10	Kai Grand Master

LORE-CIRCLES OF THE MAGNAKAI

In the years before their massacre, the Kai Masters of Sommerlund devoted themselves to the study of the Magnakai. These skills were divided into four schools of training called 'Lore-circles.' By mastering all of the Magnakai Disciplines of a Lore-circle, the Kai Masters developed their fighting prowess (COMBAT SKILL) and their physical and mental stamina (ENDURANCE) to a level far higher than any mortal warrior could otherwise attain.

Listed below are the four Lore-circles of the Magnakai and the skills that must be mastered in order the complete them. By completing a Lore-circle, you may add to your COMBAT SKILL and ENDURANCE the extra points that are shown in the column below:

Title of Magnakai Lore-circle	*Magnakai Disciplines needed to complete the Lore-circle*
CIRCLE OF FIRE	Weaponmastery & Huntmastery
CIRCLE OF LIGHT	Animal Control & Curing
CIRCLE OF SOLARIS	Invisibility, Huntmastery & Pathsmanship
CIRCLE OF THE SPIRIT	Psi-surge, Psi-shield, Nexus & Divination

LORE-CIRCLE BONUSES

	COMBAT SKILL	ENDURANCE points
CIRCLE OF FIRE	+1	+2
CIRCLE OF LIGHT	0	+3
CIRCLE OF SOLARIS	+1	+3
CIRCLE OF THE SPIRIT	+3	+3

All bonus points that you acquire by completing a Lore-circle are additions to your basic COMBAT SKILL and ENDURANCE scores.

IMPROVED DISCIPLINES

As you rise through the higher levels of Magnakai training you will find that each of your skills will steadily improve. For example, if you possess the Discipline of Divination when you reach the Magnakai rank of Scion-kai, you will be able to 'Spirit Walk' and leave your body in a state of suspended animation as you explore your immediate surroundings unhindered by physical limitations.

The nature of these additional improvements and how they affect your Magnakai Disciplines will be noted in the Improved Disciplines section of future *Lone Wolf* books.

GREY STAR THE WIZARD
&
THE KINGDOMS OF TERROR

Order your signed copies.......NOW!

Copies of both 'GREY STAR THE WIZARD'—the first in the new "World of Lone Wolf" series, and 'THE KINGDOMS OF TERROR'—the start of the Lone Wolf 'Magnakai' series, will be available to Lone Wolf Club members, signed by the authors, AT NO EXTRA COST!

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The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: JASON O'KEEFE
Age: 17
Address: England
Hobbies: Solo gamebooks, cycling, swimming, bird watching. Would like pen-pal (girl) of similar age and interests.

Name: DARREN LESSMAN
Age: 12
Address: England
Hobbies: Drawing, football, gamebooks and WHAM! Wants a pen-pal (b/g) who likes WHAM!, drawing and football.

Name: DANIEL WEE
Age: 13
Address: Singapore
Hobbies: Gamebooks, D&D, soccer. Would like pen-pal (b/g) with similar interests.

Name: FRASER WOODWARD
Age: 13
Address: England
Hobbies: Gamebooks, role-playing games, modeling, wargaming, tennis. Would like pen-pal (b/g) with similar age and interests.

Name: JAMES SHAW
Age: 12
Address: New Zealand
Hobbies: Gamebooks role-playing games painting & drawing, 2000AD, lego & sci-fi. Would like a pen-pal (b/g) with similar interests.

Name: NIGEL R. PERKS
Age: 15
Address: England
Hobbies: Reading, radio, first day covers, writing, adventure games, learning languages. Would like a pen-pal (b/g) with similar interests, and living in another part of UK.

Name: BRYAN CHAMBERS
Age: 12
Address: England
Hobbies: Lone Wolf, D&D, coins, all types of fantasy novels, cig. cards & astronomy. Would like boy pen-pal of similar age group.

Name: WAYNE DICKSON
Age: 13
Address: New Zealand
Hobbies: Squash, cricket, computers, fantasy role-playing books. Would like pen-pal (b/g) with similar interests.

Name: MATTHEW CORBY
Age: 11
Address: Scotland
Hobbies: Sub-aqua diving, swimming, fishing, reading, playing the xylophone, skating. Would like a pen-pal (b/g) with similar interests, preferably living abroad.

Name: SIMON ROBERTS
Age: 16
Address: England
Hobbies: Archery, photography, computers, Dungeons & Dragons. Would like a pen-pal (girl) with similar interests.

Name: MATTHEW SPRANGE
Age: 11
Address: England
Hobbies: Gamebooks (has 24!), computers, swimming, reading, pets. Would like pen-pal (b/g) of about the same age.

Name: IAIN MORRIS
Age: 11
Address: England
Hobbies: Swimming, stamp collecting, golf, guitar & reading. Would like pen-pal (boy) of same age who enjoys swimming.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

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LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

VERSE COMPETITION

THE LONE WOLF CLUB VERSE COMPETITION

An excellent response to Newsletter No. 3's competition yielded over 200 entries from Kai Lords all over the world. Yet again, the task of choosing a winner proved difficult as the standard was very high but finally a winner and five runners-up were chosen from the top thirty entries. They are:

Winner: DAVID JOHNSTON of GLASGOW

Runners-up:

SARAH PHILLIMORE	of HEM, SALOP
RICHARD CHAGOURI	of HIGH WYCOMBE
DEAN FULLER	of LEWES, SUSSEX
JAMES BROWN	of YORKSHIRE
TONY RAVEN	of HERTFORDSHIRE

LONE WOLF CLUB * ORDER OF MERIT

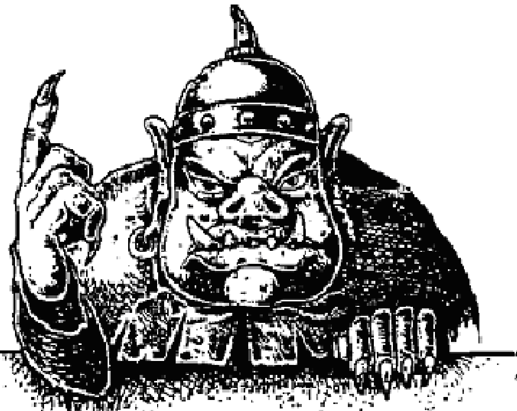
Competition entrants who made it to the top thirty were (in alphabetical order) Kirk Anderson, John Avella, Miss K Bradford, Daniel Curtis, Tristan Fairbrother, Neil Fazakerley, Emma Fisk, Michael Gibbons, Bob Gould, Calvin Herman, John Humphries, Peter Jayes, Shaun Johnson, Andrew Keep, Richard Kemp, Roddy Nawlands, Adrian Onn, Matthew Reynolds, Philip Riches, Simon Scanlon, Dion Shakespeare, James Shaw, Mark von Westenholz, and Juliette White

Our congratulations to David, Sarah, Dean, Richard, James and Tony, and to all the other Kai Lords who took part in the LWC Verse Competition.

David wins the gold pen used by Joe Dever to write Lone Wolf Books 1, 2 & 3 attractively framed with a certificate of authenticity signed by Joe. The runners-up each receive a signed copy of 'The Chasm of Doom' and a Parker 'T-Ball' stainless steel pen.

DAVID JOHNSTON'S WINNING VERSE

Listen, can you hear the horse's hooves?
One man alone he comes.
No sane being stands in his way;
Evil turns and runs
Wandering the lands of Magnamund;
Over Barraka triumphant he stood,
Last of all the Kai Lords, Lone Wolf;
Forever the champion of good.



Newsletter No. 3: Solution to Kai Krossword

1 C	2 L	O	U	D	M	A	3 K	E	4 R
■	J	■	■	■	■	■	R	■	A
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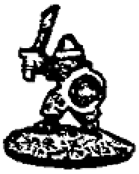

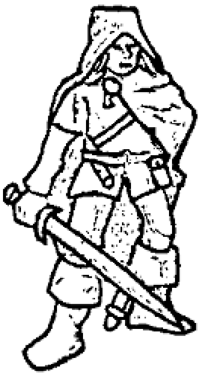

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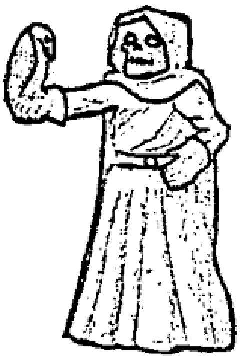
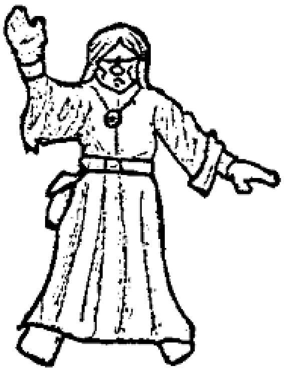
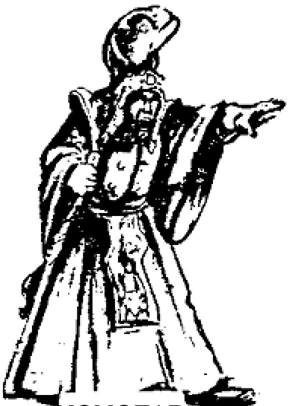


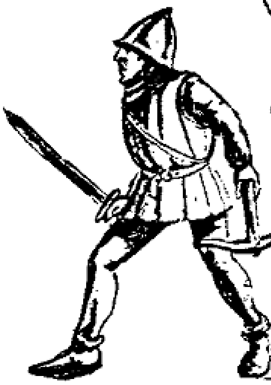
VORDAK



BANEDON
Young Theurgist



VONOTAR



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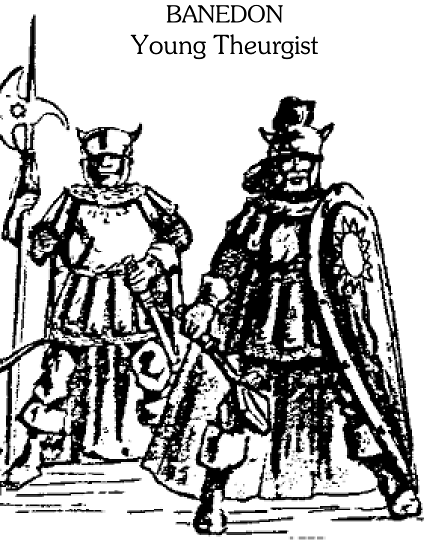
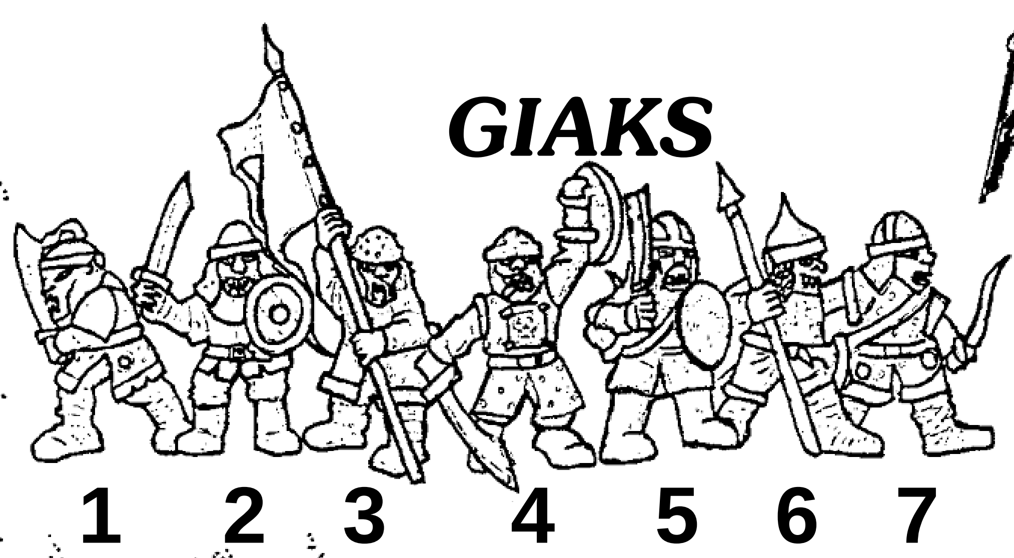
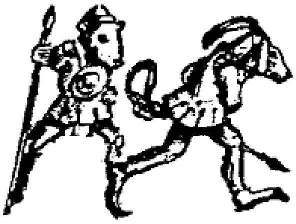


GUARDSMEN

GIAKS





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THE COMING OF GREY STAR

An account of the events leading up to the arrival of a new hero in Magnamund . . . GREY STAR THE WIZARD!

It was long ago when the Shianti first set foot on Magnamund in their search for a world to call their own. They found a land of towering mountains, untamed forests and wild creatures—a primeval land where humans were taking their first faltering steps towards civilization. Tall and proud, wise and mysterious, the Shianti were gods in the eyes of these primitive men.

Centuries passed, and the Shianti grew ambitious. They sought ways to increase their knowledge and understanding of Magnamund, and especially to discover the secrets of the Daziarn—a plane of existence beyond the material world. Eventually they succeeded and were rewarded with a great treasure, which soon became known as the Moonstone of the Shianti. Woven from the very fabric of the astral plane of Daziarn, this wonderful translucent gem became the focus of Shianti wisdom, the binding force of all their magic, their knowledge and their existence. It heralded the dawn of their golden age, and in the blinding light of Shianti glory man stood as little more than a shadow. The golden age brought health and plenty to all creatures of Magnamund; fear, famine, drought and disease were removed from the land. But with the coming of the Moonstone the laws of nature were disturbed for it, like the Shianti themselves, was an alien power.

The Goddess Ishir, High Priestess of the Moon and mother of all men, showed herself to the Shianti and spoke with them of the destiny of man: 'The children of this world must claim their inheritance. Their time has come and they must learn to stand alone. They are lost in their worship of you and the day draws ever nearer when they will covet the power of the Moonstone.'

And the Shianti said: 'Forgive us Great Goddess, for we intend no harm. We love mankind even as you do. We have sought to do good and protect your children from harm.'

But Ishir replied, 'Of this there can be no doubt, but this world is not your realm. Man must be free to pursue his destiny alone, and you must leave, for you trespass on his domain.'

The Shianti were filled with sorrow. They feared a return to the void and to their lonely wandering, and pleaded with Ishir that she might allow them to remain. Ishir was filled with pity for them. She spoke again, saying, 'If you are to remain you must obey my command. You must take a vow never to interfere with mankind's fate. As a token of good faith you must lay aside the Moonstone, and return it to the plane where it belongs.'

Solemnly, the Shianti agreed. The vow was sworn before Ishir, and the Moonstone was returned to the Daziarn. The Shianti abandoned their cities and they moved south to the Isle of Lord. They encircled their new home with a web of enchantments, magical mists and mage winds to prevent man from ever finding their place of refuge in the Sea of Dreams.

Knowledge of the Shianti faded with time, save in southern Magnamund where it became enshrined in legend, and the worship of them endured. Priests of the Shianti religion preserved their lore and patiently awaited the day when the 'ancient ones' would return, bringing with them lasting peace and the blessing of a new golden age.

Two thousand years strode by and man advanced as Ishir had foretold. He built great cities and cultivated the land: his kingdoms rose and fell; he made war and loved and laughed and became master of his fate. But a new power arose in the province of Shadaki. There Shazarak the evil Wytch-king ruled. The black necromancer commanded an army of brutal soldiers and had a devoted following of men who upheld his religion of demonic worship and sacrificial rites. Devotees of the Shianti and other religious cults were persecuted in a merciless purge. Ruthlessly, the Wytch-king destroyed all his opponents and began a terrible war with the peoples of the neighbouring provinces. From the ruins of war Shazarak shaped the Shadakine Empire, subjugating whole nations to his evil rule. And as the provinces fell to his might, the Shianti looked on helplessly, bound by their vow to the Goddess Ishir never to interfere in the affairs of man.

On the night of the crowning of Shazarak as Overlord of the Shadakine Empire, a great storm broke upon the Sea of Dreams, a storm that raged with unnatural intensity. Lashed by wind and rain, illuminated by wild lightning, the waters heaved and danced in fury to the thundering music of the storm, unchecked by even the enchantments of the Shianti. When finally the tempest died, the Shianti looked out in amazement on the shattered hull of a ship drifting towards their shore. Never before had it occurred for the enchantments and mage winds had kept them secure from the curiosity of man by forcing him to sail close to his own land.

The Shianti went quickly to the ruined ship where they found only one survivor—a baby. They perceived the sudden arrival of this human child as a sign of great portent, and they conceived a plan by which they might lawfully aid mankind. They named the orphan child Grey Star, because a star is the symbol of hope in the Shianti faith, and because of the silver streak in the child's jet-black hair. In the shadow of the wrath of the Goddess Ishir, they raised the child as one of their own and taught him their secrets. Diligently they set about their instruction, for their aim was to provide a saviour for mankind. Armed with the might of the Shianti wizardry and wisdom, their hope was to create an adversary equal in power to the evil Wytch-king of Shadaki, for they realized that only with the death of Shazarak would man once more be free to determine his destiny.

You are Grey Star, trained in the secret arts of a Shianti wizard. Sixteen years have passed since you arrived on the Isle of Lorn, the hidden realm of the Shianti race, when you are called to a meeting of your Shianti elders.

'Grey Star,' says Acarya, High Wizard of the Shianti, 'you have been summoned to this meeting so that we may lay before you a quest of great importance. Your people, the race of man, are slaves of an evil tyrant, Shazarak the Wytch-king of Shadaki. He has made pacts with demons and has captured the spirits of the dead who do his bidding as undead slaves. He has the power to control the minds of men: none can resist him and the land of your birth cries out in fear of the cruel hand that crushes its heart. No power remains intact to challenge the might of the Wytch-king. Our ancient vow to the Goddess Ishir forbids us from intervening in the fate of man, and the Moonstone now lies hidden on another plane. We have taught you the ways of Shianti magic in the hope that one day you would take up this quest—to recover the Moonstone and use its power to destroy the Wytch-king. You are human. No vow prohibits you from leaving the Isle of Lorn, nor are you forbidden to aid mankind in any way you choose. No charge is laid upon you to accept the quest, yet if you refuse, your people will be doomed to a choice between slavery or destruction at the hands of the Wytch-king of Shadaki.'

Bravely and without hesitation you give Acarya your decision, but your voice trembles as you speak: 'I accept the quest of the Moonstone. What must I do?'

Sighs of relief sound around the room. 'You have made us proud this day, son of man,' says Acarya, smiling. 'The Moonstone lies hidden in the Daziarn plane, which can only be entered by locating one of its portals. We know such things can be found in the lands of man: they are called "Shadow Gates." However, they rarely remain in any one location for more than a day and are invisible to human sight. For this reason you must seek out the Lost Tribe of Lara, a race of primitive but magical creatures we call the Kundi. They possess the gift of astral vision which enables them to see the "Shadow Gates." Once, long ago, the Kundi inhabited the forests and mountains of Lara. Before the Shadakine army invaded the free provinces of the south, they passed through the mountains of Lara, using the Morn Pass. There the Shadakine army were frequently ambushed and delayed by the Kundi, who always disappeared into the safety of the forests before the Shadakine could retaliate. Finally, in desperation, the Wytch-king burnt the forests and the Kundi were forced to flee. To this day no one is sure where the Kundi went, and consequently men refer to them as the Lost Tribe of Lara. Your first task is to find the lost tribe and persuade them to guide you to a Shadow Gate. Your training is incomplete but you must begin without delay. The Shadakine Empire now stretches to the very shores of the Sea of Dreams, and the power of the Wytch-king grows with each passing day. Our presence is known to him and his attention is often turned towards us, probing our defences and testing the measure of our powers. He is hungry for new conquest, and though he fears us, the day is sure to come when he will cross the Sea of Dreams to challenge the Shianti.'

Acarya places his hands upon your shoulders and looks deeply into your eyes. 'The fate of humanity and of the Shianti depends on the success of your quest. Find the Moonstone, Grey Star. You are our only hope. If you fail then all is lost.'

L.W.C Newsletter No.4
CAPTION COMPETITION

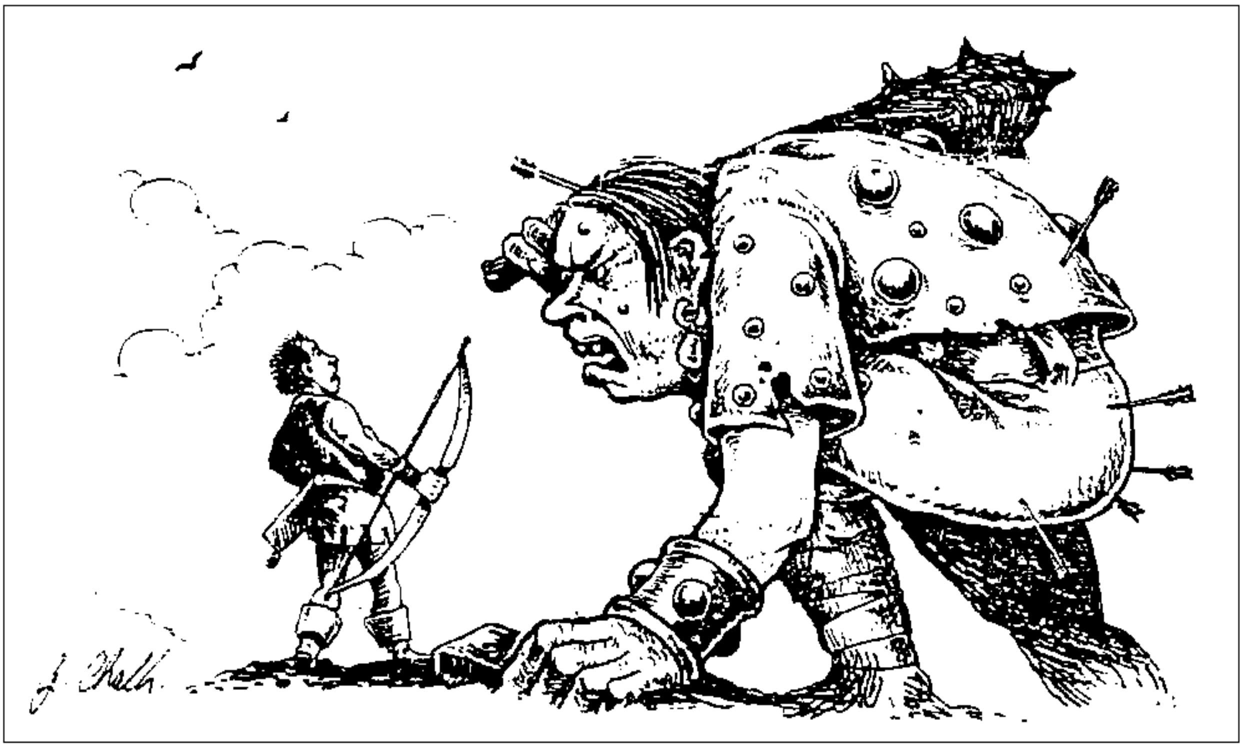
The idea of this competition is to think up a witty caption for the illustration shown below. Write your caption in the space provided, fill in your name, age and address, and send the whole form to:

LONE WOLF CLUB COMPETITION No. 4
C/o: BEAVER BOOKS,
Brookmount House,
62–65, Chandos Place,
London, WC2N 4NW

Entries must be in before 13th January 1986, as any received after this date will not count, so do get them in to us as soon as possible. All winners will be notified by post no later than 1st FEBRUARY 1986.

The entrant whose caption we consider to be the wittiest of all those received by the closing date, will win the original artwork, drawn and signed by Gary Chalk, especially for this competition. The prize will come attractively framed together with a first prize winner's plaque. The following FIVE best runners-up will win autographed copies of 'The Kingdoms of Terror', the first of the Lone Wolf Magnakai series books, plus a Faber-Castell 24-colour deluxe pencil set.

GOOD LUCK!



MY CAPTION IS: ....

Name, address and age of entrant (BLOCK CAPITALS PLEASE) .... AGE: ....

....

....

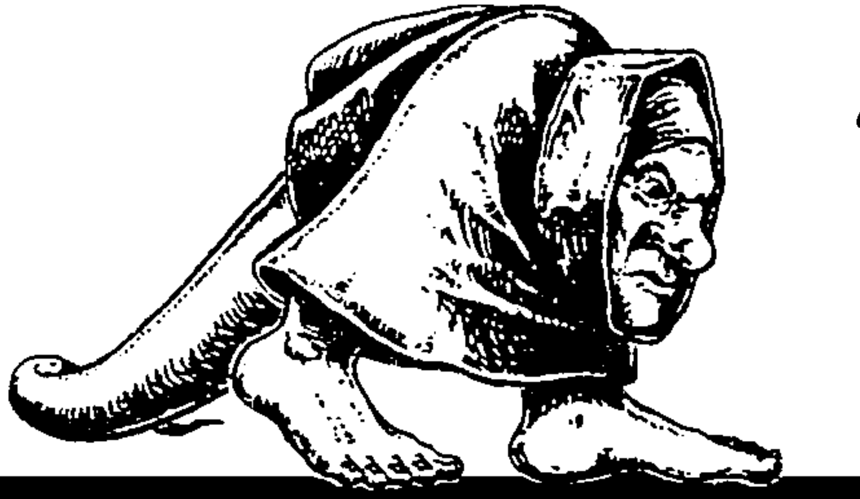
* ....

LONE WOLF CLUB

1986 NEW YEAR'S SPECIAL

An action-packed year lies ahead for Lone Wolf Club members with lots to look forward to including the continuation of the Magnakai series, the publication of Grey Star Books 2, 3 & 4, and the keenly awaited release of The Magnamund Companion.

We wish Kai Lords everywhere a happy 1986.



Monastery Mailbag

A SELECTION OF LETTERS
FROM LONE WOLF FANS

Dear Kai Lords,

I am a great fan of Lone Wolf and think the books are by far the best around. Please could you answer these questions for me:

1. What is the feast of Fehmarn celebrating?
2. How old is Lone Wolf?
3. How old are the Kai?

Keep up your brilliant work!

Wayne Gooderham, NORTHOLT, MIDDX

The Feast of Fehmarn is an annual celebration in Sommerlund when all Sommlending swear an oath of loyalty to their King. The Oath of Fehmarn is first taken upon reaching the seventh birthday, and is renewed once a year on the first day of spring to remind all Sommlending that their highest duty is to protect their country by serving their King in times of trouble.

At the time of the massacre of the Kai, Lone Wolf is fifteen years old. Events in Books 1 & 2 take place in the year MS 5050; Lone Wolf was born in the year MS 5035. Throughout northern and southern Magnamund, all reckoning is dated by the Moonstone (MS), the date on which this gem of power was created by the Shianti. The years before its creation are shown by placing the date prior to the letters MS (e.g. 3647 MS). The years after its creation are denoted by the date being placed after the letters (e.g. MS 5050).

The Order of the Kai was established by Sun Eagle, the first Kai Grand Master, in the year MS 3810. At the time of their massacre, the order was 1,240 years old!

Dear Kai Lords,

Having just become a Kai Master after completing your brilliant adventure 'Shadow on the Sand', I am hoping you can answer some questions of mine—

1. Is Grey Star alive at the same time as Lone Wolf?
2. What is the strange creature with just a head, feet and tail that features on the letters page?
3. When Lone Wolf is a Master, does he teach others his Kai skills at the monastery?
4. Who has nicked the flag off the top of the town of Kuchek? It was there on the map of 'Chasm of Doom', but not in 'Shadow on the Sand'.

Yours faithfully,

Chris Bormond, WREXHAM

Yes, Grey Star and Lone Wolf are alive at the same time. The events in Grey Star Book 1 are set in the same year in Lone Wolf Books 1 & 2. Grey Star was born in MS 5034, and is one year older than Lone Wolf.

The creature seen above is a genetic mutation, a victim of Vonotar the Traitor's experiments in the Laboratory of Nightmares in Ikaya (see entry no. 292 in 'The Caverns of Kalte'.) The head belongs to an unfortunate trader who fell foul of some Ice Barbarians at Ljuk; the feet belong to the Ice Barbarian who captured him; and the tail came from a dissected Javek!

Upon completion of all ten basic Kai Disciplines, traditionally a Kai Lord becomes a Kai Master. The pupil is now a teacher whose role it is to train young Novices in the way of the Kai, while he still receives instruction into the secrets of the Magnakai from higher-ranking Masters. However, due to the massacre of the Kai, Lone Wolf must now complete the Magnakai quest before he can fully establish the order once more.

The missing flag has caused Gary much embarrassment since the publication of 'Shadow on the Sand'. He sends his apologies and hopes that it didn't spoil the adventure for anyone.

Dear Kai Lords,

While reading 'Grey Star the Wizard', I had the dubious pleasure of meeting the frog-like 'Quoku'. It was at location no. 266, and, given the option of running away and being of a cowardly nature, I ran and turned to 333. Imagine my surprise when I found myself back in the Darkling Room of Mother Magri! Other than this, I enjoyed Grey Star and I think that the Lone Wolf books are truly outstanding. By the way, how do you say 'Quoku'?

Yours magically,

Justin Whitehouse (Grey Star Quoku-crusher) PETERBORO

The correct page reference at entry no. 266 is 330 and not 333. This error was made by the typesetters and unfortunately it slipped our notice when we rechecked the text. Needless to say, all those responsible have been hurled into the Darkling Room for their crime!

'Quoku' is pronounced 'Quo' (as in Joe), 'ku' (as in you).

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

LONE WOLF CLUB
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BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: DAVID HAYLES
Age: 15
Address: England
Hobbies: Gamebooks, Asimov, Tolkien, Beano, Warlock & Dr Who mags.
Would like a pen-pal (boy / girl) with similar interests.

Name: RICHARD ODDIE
Age: 11 ½
Address: Canada
Hobbies: Gamebooks, D&D, reading and Transformers.
Would like an intelligent pen-pal, preferably male, aged 10–12, with a good sense of humour.

Name: REBECCA WILLAMOTT
Age: 12
Address: England
Hobbies: Swimming, reading adventure gamebooks and cats.
Would like a pen-pal (boy / girl) aged 12–14, with similar interests.

Name: EDWARD HICKEY
Age: 14
Address: Eire
Hobbies: Electronics, computers (Vic 20), D&D, coins & keyrings (over 100).
Would like a pen-pal (boy / girl) with similar interests, especially if you are into Play-By-Mailing (PBMing).

Name: WILLIAM CUMMINS
Age: 10
Address: England
Hobbies: Gamebooks, swimming, D&D and Car Wars.
Would like a pen-pal (boy / girl) who is mad on role-playing games.

Name: DANIEL WALDING
Age: 12
Address: Australia
Hobbies: Surfing, football (Aussie rules!), Dr Who & Lone Wolf.
Would like a pen-pal (boy / girl) with similar interests.

Name: SIMON DEAN
Age: 9
Address: England
Hobbies: Computers, gamebooks, lego, swimming.
Would like a boy pen-pal with similar interests.

Name: ANDREW JOHNS
Age: 14
Address: England
Hobbies: AD&D, D&D, MERP, Warhammer, Laserburn, T&T, gamebooks, White Dwarf, miniatures, Tolkien & Conan books.
Would like a boy pen-pal into role-playing games (pref. MERP) and who has similar hobbies.

Name: GARY CLARKE
Age: 12
Address: Co. Durham
Hobbies: Gamebooks, MERP, card tricks & Traveller RPG.
Would like a pen-pal (pref. girl) in another part of the UK.

NAME: NATHAN SMITH
Age: 12
Address: England
Hobbies: Swimming, computers, pop music, football & Lone Wolf gamebooks.
Would like a pen-pal (boy) of similar age and interests.

Name: SEAN HAMBLIN
Age: 12
Address: England
Hobbies: Warhammer, collecting miniatures, fantasy art & game-books.
Would like a pen-pal (boy / girl) with similar interests.

Name: ADAM COOPER
Age: 8
Address: England
Hobbies: Gamebooks, stamps, football, reading, swimming & drawing.
Would like a pen-pal (boy / girl) of similar age and interests.

Cont. on next page

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....
ADDRESS: ....
.... AGE: ....
YOUR HOBBIES / INTERESTS ....
....
TYPE OF PEN-PAL YOU WOULD LIKE ....
....
....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

Name: GORDON STEWART
Age: 16
Address: Scotland
Hobbies: Lone Wolf, AD&D, Middle Earth, Metal miniatures, Tolkien.
Would like to hear from anyone with similar interests.

Name: DAVID CLAY
Age: 12
Address: England
Hobbies: Warhammer, RPGs, AD&D, solo adventures, fantasy art.
Would like a pen-pal (boy / girl) with similar interests.

Name: KAREN LINEHAN
Age: 7
Address: England
Hobbies: Collecting woven badges, sport and drawing.
Would like a pen-pal (boy / girl) who is good at letter writing.

Name: IAN HUNTER
Age: 14
Address: England
Hobbies: Most RPGs & gamebooks, sport, collecting bottles, metal miniatures, White Dwarf magazine.
Would like a pen-pal (boy / girl) of similar age & interests.

Name: GULVINDER RAJU
Age: 12
Address: England
Hobbies: Lone Wolf, music, rapping & body-popping.
Would like to hear from anyone of similar age and interests, especially if you are into cricket, football or snooker.

Name: ANTHONY MURPHY
Age: 15
Address: England
Hobbies: Martial arts, Queen (the group), Richard Prior films, RPGs, fantasy art.
Would like a pen-pal (boy / girl) who is not into Wham!, but likes the Rocky Horror Show. Dulls need not apply!

Name: ANDREW BRAY
Age: 9
Address: England
Hobbies: Gamebooks, sports, cubs, writing solo adventures.
Would like a male pen-pal with similar interests.

Name: IAIN WAUGH
Age: 14
Address: Scotland
Hobbies: Painting metal miniatures, Moorcock, Tolkien, D&D and Charlie Brown cartoons.
Would like to hear from anyone who likes writing letters and is into fantasy (no Giaks, please).

Name: KATHARINE JONES
Age: 12
Address: England
Hobbies: Fantasy gamebooks, astronomy and Wham!
Would like a pen-pal (boy or girl) with similar interests.

THE SUMMER SPECIAL CROSSWORD COMPETITION

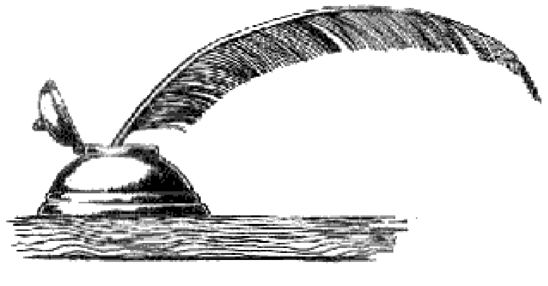
The winner of this challenging event was:

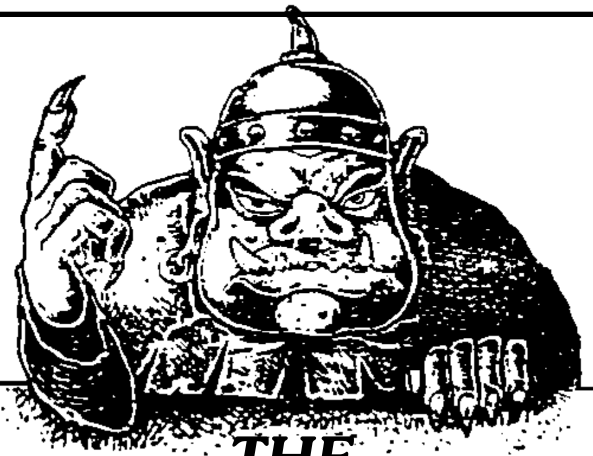
DAVID CUTHBERT	of NORFOLK

David won a deluxe multi-function wristwatch and a complete set of autographed Lone Wolf books. The runners-up in the competition were:

LYDIA DOCKERILL	of HERTFORD
PAUL DE SA	of NEWCASTLE
BRUCE SCOTT	of SCOTLAND
JIM CLARKE	of BELFAST
RALPH CONNOR	of ESSEX

Our congratulations to David, Lydia, Paul, Bruce, Jim, and Ralph, and to all the other Kai Lords who took part in the Summer Special Crossword Competition.





THE SOLUTION

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News from the Monastery

1986 promises to be an exciting and very busy time for everyone involved in the Lone Wolf / Grey Star series. A team of six artists, headed by Gary Chalk, have been working around the clock on the Magnamund Companion project following completion of the text and maps by Joe Dever. The finished book will be a large-format paperback (approx. 210mm x 280mm) containing ten chapters, and illustrated with superb colour and black & white artwork throughout. We will be featuring snippets from the Companion in future newsletters, but to whet your adventurous appetites, here is a list of the chapter headings:

THE AGES OF MAGNAMUND: Full history with detailed colour maps of northern and southern Magnamund, showing geographical/political divisions & the spread of civilisations.

THE NATIONS OF MAGNAMUND: Details of the 73 nations—rulers, populations, resources, capitals and currencies. Valuable information for all role-players who wish to set their adventures in Magnamund.

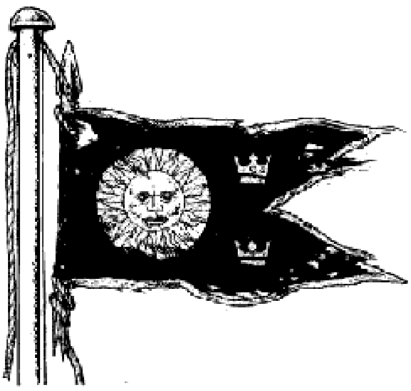
THE DARKLORDS: Their purpose and rise to power; the creatures of Helgedad; the fighting power of the Darklords; their weapons.

THE KAI LORDS: Full history of the Kai plus a full-colour cut-away illustration of the Kai Monastery and grounds.

RAGADORN TAVERN: A multi-player game with scenarios, counters and full-colour gameboard.

SOMMERLUND: History of the Sun-Realm including 'The Warriors of Sommerlund'—a detailed study of the army and its heroes.

SOMMLENDING TALES: Three short stories about the lives and adventures of three Sommlending boys: Lorin Faldon, Aran Rolny and Jac Taynor.



GIAKS: A history of these ferocious fighters plus full details of their army structure and battle tactics. The Giak Language: how to speak, write and translate it, with a vocabulary list and Helgedad Phrase Book!

MODELLING MAGNAMUND: Hints and tips for the construction of three great modelling projects: The Kai Monastery, a Death Hulk, and Banedon's *Skyrider*. Full-colour double-page action photographs of the finished models plus line drawings throughout.

SOLO ADVENTURE: 'Dawn of the Darklords' A complete solo adventure in which you play the role of Banedon—Journeyman of the Magician's Guild of Toran.

Signed copies of the Companion (provisionally priced at £6.95) will be available to club members on the day of publication. Watch out for the order form in a future newsletter.

Games Day '85 proved to be a great success with an attendance of 9000 games fans over the two days. It was really good to meet and talk to so many club members, and we'd like to thank all who came to the show, especially Keith, Richard, Graham, Mirkos, Tristan, Jason and Andrew!

Did you know that 'Fire on the Water' was voted 'Best Solo Gamebook of the Year' by readers of White Dwarf Magazine, and Joe Dever was a runner-up in the 'Best Games Personality' category? Well, it's true, thanks to the thousands of RPG fans who voted for Lone Wolf in the Games Day Awards.

Following many requests from overseas readers, membership of the LWC has now been made available worldwide. Here are the foreign membership rates for 1986 (six newsletters / air mail):

EUROPE / EIRE	£3.50
USA / CANADA / S. AFRICA / MALAYSIA / SINGAPORE / HONG KONG / INDIA	£6.50
AUSTRALIA / NEW ZEALAND	£7.00

The quest for the Moonstone continues when Urik, elder of the Kundi tribe, leads you on a perilous journey to the city of Gyanima in 'THE FORBIDDEN CITY', Book 2 of the Grey Star series. Publication date is 20th March 1986, and signed copies can be ordered in advance by club members.

WARLOCK

QUEST

1

You are standing in the High Street, frantically searching for the nearest newsagent of game shop. Time is of the essence. You know that the latest issue of Warlock is out, but where will you find it, here in Lower Bracegirdle? If you decide that it is a lost cause, go to **2**; if you want to try your friendly newsagent, go to **3**.

2

With your head hung sullenly you amble back to your home. As you reach the bedroom and begin looking for The Kingdoms of Terror, a thought flashes through your mind. *Why don't I subscribe?!* If you would like to subscribe, go to **7**; if you don't want to, go to **4**.

3

You push open the door and enter. Carefully you avoid the toddler carefully pulling down the newsagent's display of surplus Easter Eggs (?!). Your eyes flit across the rows of magazines: *Beano*, *2000AD*,…*Warlock*! You spring like a panther towards the defenceless magazine. Providence is not with you: as you reach the rack a small boy snatches the last remaining copy and makes for the counter to pay for it. Cursing as you crash into the wall, you realise that this is probably the last copy within fifty miles of Lower Bracegirdle! Will you return home, got to **2**; or will you continue your fruitless search for the fabled tome, go to **5**?

4

Smoke begins to fill the room, and the acrid smell of a creature that has not had a bath in some time assails your nostrils. As the smoke clears a small, dark shape faces you. Grabbing your copy of the *Lone Wolf* you prepare to do combat with the creature.

DEREK THE TROLL
Combat Skill 0 Endurance 30

(You may use your Magnakai skills to defeat this fearsome beast.) If you win, (as you no doubt will) go to **6**; if you lose, go back to the drawing board and start again.

5

Three pairs of shoes are consigned to the bin, worn out in your search for *Warlock*. Grudgingly, you finally give up—go to **2**.

6

Derek's final gasps warn you that you will be doomed to fight him eternally until you subscribe to *Warlock* and discover his secret—he stars in the magazine every issue. If you still don't want to subscribe, go to **4**; if you do, go to **7**.

7

Fill out the form below and discover than *Lone Wolf Club* members are entitled to *50p off the subscription* charge! and that every issue has a complete solo adventure!

-✂- -

I would like to subscribe to *Warlock* magazine; please start my subscription with issue ....

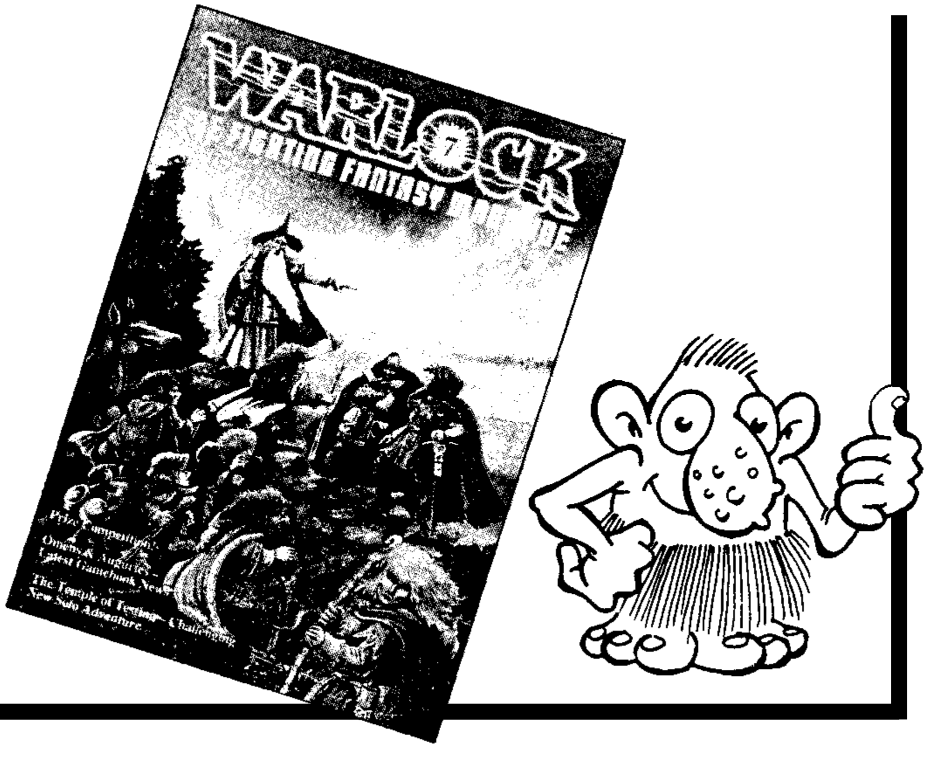
NAME..
ADDRESS ....
...
...
...

I enclose £5 for the next six issues of *Warlock*.

Cheques and postal orders should be made payable to Games Workshop Ltd. Please send this form to: Games Workshop, Chewton Street, Hilltop, Eastwood, Nottinghamshire.

Access and Visa card telephone orders: 0773 769522.

Read it. Derek needs you!


WARLOCK
7
FIGHTING FANTASY MAGAZINE
Prize Competition
Omens & Auguries
Latest Gamebook News
The Temple of Testing – Challenging New Solo Adventure

MAGNAMUND

© JD '86

A condensed history of the last free planet of Aon, covering the major events that have shaped this world in the 18,000 years from its creation to the defeat of Darklord Zagarna.

In the silent darkness before the creation of Magnamund, a titanic struggle raged between the formless, shapeless gods of Good and Evil. Ageless and unceasing was their conflict until the Peace of Ishir heralded an uneasy truce between the powers of life and death. Goddess Ishir, High Priestess of the Moon, sealed a promise with Naar, the King of the Darkness, by which their endless war might cease. A great vessel was shaped from the truth of her pledge into which Naar infused the essence of his terrible power. Their creation became Aon, the 'Great Balance', and from this seed grew a universe filled with light and dark, life and death, hope and despair. The Lords of Good and Evil looked down upon Aon in wonder, and so greatly did they desire to enter and control their creation that the Peace of Ishir was ended, and their struggle was born anew.

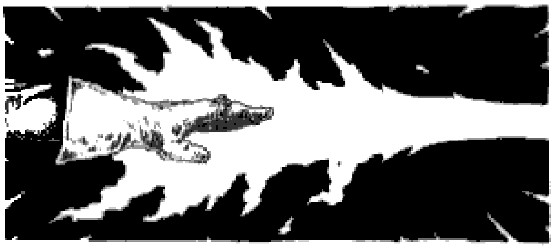
The many jewels of Aon shone brightly in the darkness and swiftly were they claimed by the gods. As one world fell to Evil, so another was saved by Good, until just one, the brightest jewel of them all, remained unclaimed and unconquered. The great powers marshalled their forces in preparation for the final, momentous battle that would decide the fate of Aon, for control over the last world would tip the balance in favour of the victor and banish the defeated gods to the Void from whence they came. And so it was that Magnamund, the last free world of Aon, became a battleground of the gods—the keystone of power in the war between Good and Evil.

The forces of the noble god Kai, Lord of the Sun, were the first to enter the primeval world of Magnamund, and in doing so they became mortal creatures. They chose to dwell in the depths of the oceans where they took the shape of sea dragons of massive size and power. Kai spoke to Nyxator, a dragon of immense wisdom, and warned him of the birth of evil among his brethren. Nyxator led the true dragons onto the land and created the realm of Cynx to avoid the evil spawn of Naar who were hatching in the depths of the sea. In his wisdom, Nyxator created the Lorestones in order to preserve the powers bestowed upon him by the great god Kai. The dragons of Naar emerged from the sea and waged war on Cynx, destroying it with a rain of fire that lasted many centuries. Nyxator escaped and rallied his brothers to fight again, but he was finally defeated and forced to take refuge at the molten core of the planet. The dragons of Naar burned and savaged the land, laying all to waste in an orgy of triumphant destruction. But in doing so they sealed their own doom for they were now mortal creatures.

Following their extinction, the King of the Darkness sought to destroy Nyxator by other means. He caused the land to seethe and boil, to erupt, twist and tear. For two thousand years Magnamund was tortured, but it refused to yield its hidden refugee. In desperation, Naar sent forth his most powerful servant—Agarash the Damned. In the year 6700 MS, he arose and conquered southern Magnamund, creating the Doomstones in mockery of the

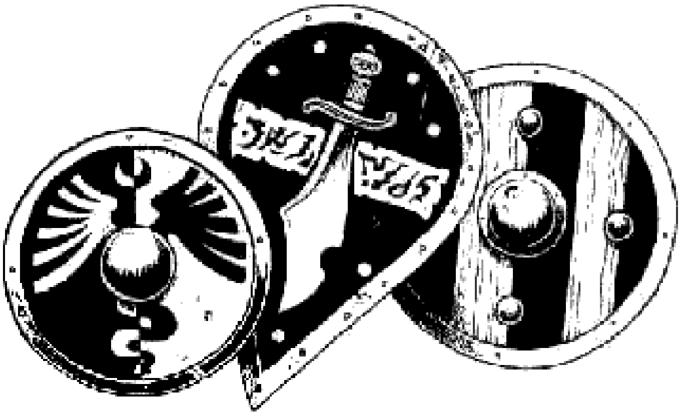
Lorestones of Nyxator. In the depths of his fortress of Naaros, he used them to breed a legion of dreadful forms—the Agarashi, the Creatures of Darkness. They were let loose upon the ravaged land and nowhere was safe from their insatiable hunger. The power of Agarash grew unchecked; he forged great weapons of power and raised the dead to do his bidding. He became invincible, but still his purpose was unfulfilled: Nyxator still lived.

In the year 5246 MS, with all Magnamund at his feet, Agarash began the Great Hunt. His search took him to the depths of the world and culminated in a fiery duel at the very core, in which Nyxator was slain and the Lorestones captured. For two hundred years Agarash sought a means of destroying the Lorestones. They were the last vestige of Good in Magnamund, and their destruction would bring total victory to his master. For the gods Ishir and Kai, it was the nadir of their struggle. Yet, in the depths of their desperation they conceived a new power to save their cause—the power of magic.

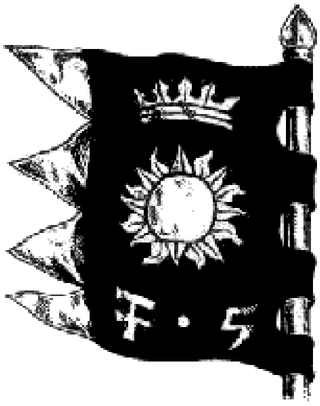


In the year 4570 MS, the gods Ishir and Kai sent forth the magical Elder Magi to challenge the mighty Agarash, servant of Darkness. They planned and undertook a daring assault upon his fortress of Naaros and recaptured the stolen Lorestones while he slept, entranced by their spells. Enraged to a terrible fury, Agarash unleashed his Creatures of Darkness and waged a horrific war upon the Elder Magi that lasted one thousand years. Outnumbered by their foes, the Elder Magi used their powers to devastating effect by charming the Agarashi and turning them against one another. It was thus that they brought about the downfall of Agarash and the destruction of his fortress in 3572 MS.

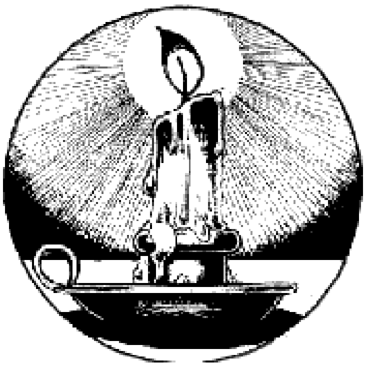
With the ruin of the Agarashi Empire, the pendulum of fate swung in a favourable arc towards the powers of Good. The land became stable and fertile, flora and fauna grew in abundance, and the Elder Magi grew in wisdom through the study of the Lorestones. The Age of the Old Kingdoms welcomed the arrival of new civilisations and new hope for a world scarred by war, but it also saw the emergence of a sinister force. The Cenerese, a race of treacherous druids, appeared in central Magnamund shortly before the outbreak of the Great Plague (2514 MS) which swept slowly and systematically across the world, leaving the Elder Magi decimated in its wake. Cenerese power grew until the arrival of the Herbalish, a holy order devoted to the healing arts, who defeated them in a bitter war.



In the year 1600 MS, an accident took place that was to alter the balance and course of history. A race of lesser gods called the Shianti appeared by means of a 'Shadow Gate'—a door between the material world of Magnamund and the astral world of the Daziarn. At first they settled in the southern reaches of Magnamund, but as the centuries passed, they grew ambitious and sought to increase their knowledge of their new home and discover the secrets of the Daziarn. Their culture spread to the north and east where they were known by several names (Majhan, Suukon, Ancients). Their quest for knowledge was successful and it culminated in the creation of the Moonstone, a gem of power formed in the astral Daziarn that became the focus of their wisdom, their magic and their very existence. It saw the dawn of their Golden Age, an era that brought health and plenty to all creatures of Magnamund. Many humans arrived during this age: the Mythenish and Tianese in the south; the Vassa in the east; the Vaderish, Nael and Aluvians in the west; and the Ice Barbarians and Ulnarians in the north. But the presence of the Shianti, and especially their Moonstone on Magnamund, disturbed the balance between the Lords of Good and Evil.



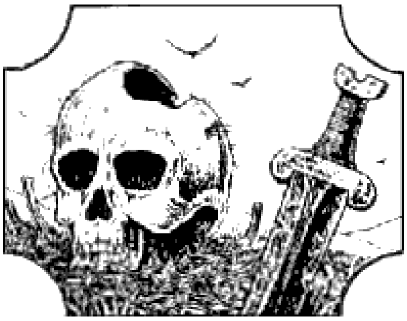
Ishir appeared to the Shianti and persuaded them to relinquish their Moonstone and exile themselves to the remote Isle of Lorn. The Moonstone was returned to the Daziarn and a great exodus took place in which the Shianti abandoned their cities and pledged never to interfere in the affairs of Man or the course of future history. In the years prior to the exodus, a new and evil force had arrived in the west. A barbaric horde of warriors called Drakkarim were laying claim to vast tracts of the north-west, putting to the sword and the torch all that stood in their path. Their name was enough to strike terror in the hearts of men, but they were merely a prelude to the nightmare that was about to begin. Naar, the King of the Darkness, had laboured unceasingly to create new champions of Evil, and now his task was complete. In the year MS 3072, the Darklords appeared for the first time in northern Magnamund and began their terrible war of desecration. Huge areas of fertile, cultivated land were devastated by fire and pestilence, and turned into volcanic wastelands through the use of evil magic. The Drakkarim nations, in fear and awe of Darklord power, allied themselves to this new force and constructed huge city-fortresses to dominate the lands they had helped to conquer. Never, since the rise of Agarash the Damned, had Magnamund faced such overwhelming evil.

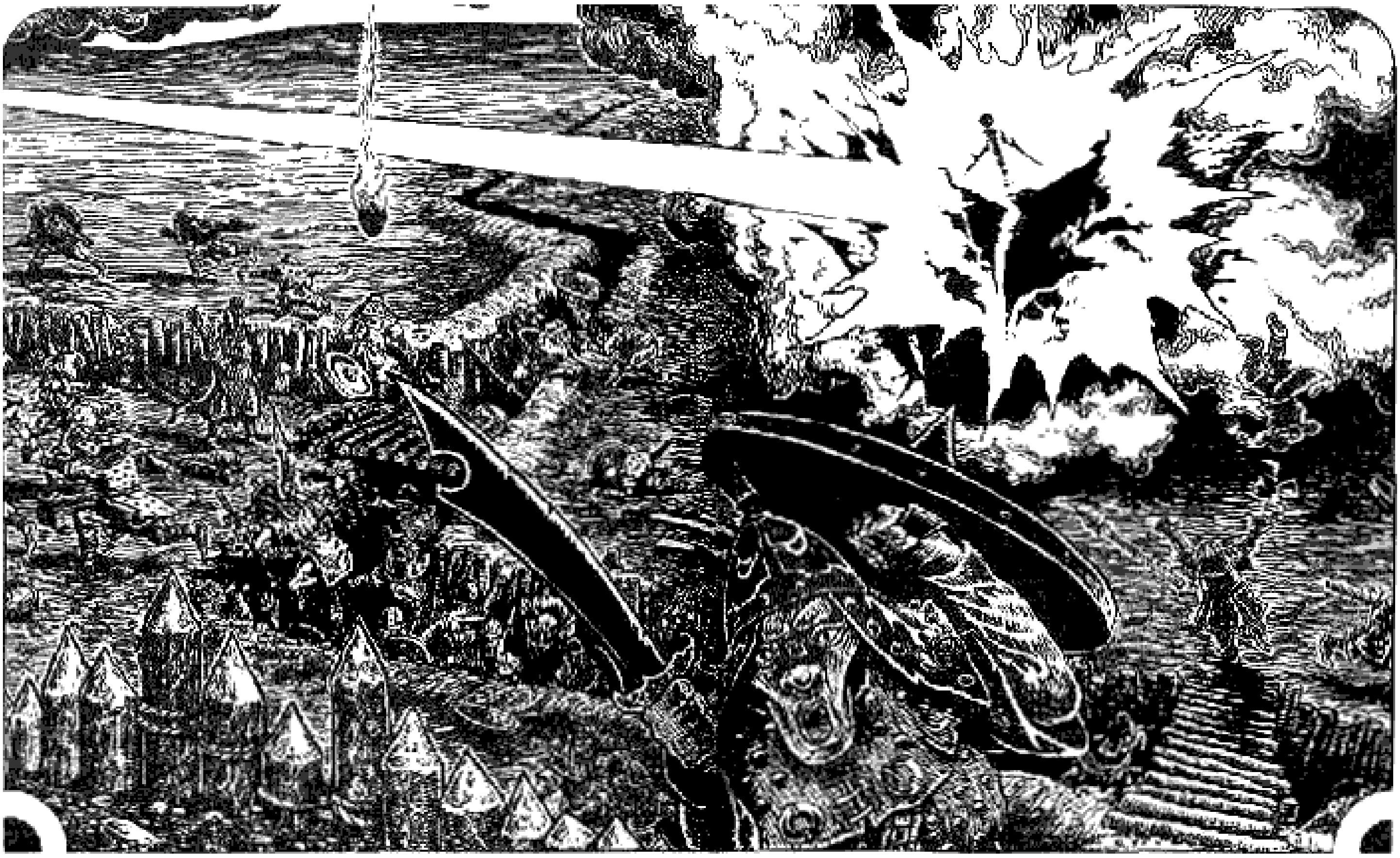


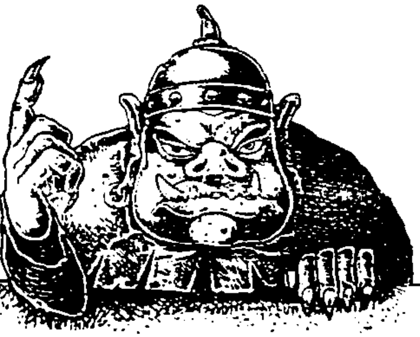
The gods Ishir and Kai mustered their forces to counter the Darklords, but they were woefully ill prepared for the speed with which Naar's new champions of Evil were conquering the land. They sent forth a race of men called Sommlending, a noble breed of warriors both wise and strong, and fortified them further with new magic and a weapon of great power called the Sommerswerd: the Sword of the Sun. In the year MS 3434, the Sommlending forced the Darklords out of the Lastlands and pushed them back beyond the Durncrag Mountains.

They established their homeland of Sommerlund on territory wrested from the Darklords, and constructed their capital, Holmgard, in celebration of their victory. Defeat so inflamed the Darklord commander, Lord Vashna, that he vowed to destroy Sommerlund and its race of men who had dared to challenge his power. For three hundred years he waged wars of attrition against the Sommlending, but his efforts were to end in defeat at the great Battle of Maakengorge. Aided by the army of Durenor, King Ulnar I and his warriors broke Lord Vashna's forces at the Pass of Moytura and drove them all the way back to the Maakengorge. There Lord Vashna was slain in mortal combat with the Sommlending King upon the very brink of the abyss. The defeat of Vashna halted the Darklord invasion, but it did not destroy their considerable power. In order to triumph over each other, both the Darklords and the Sommlending undertook similar quests. Aided by the magicians of Dessi (the last remnants of the Elder Magi), Sun Eagle—the first Kai Lord of Sommerlund—sought to find the lost Lorestones of Nyxator. Meanwhile, in the black city of Helgedad, the Darklords were commencing a quest for the Doomstones of Agarash, lost during the destruction of Naaros.

In MS 3822, Sun Eagle completed the Magnakai quest and established the Order of the Kai to protect the future of his country. Many years later the Darklords completed the Doomstone quest and a new leader, Lord Zagarna, emerged to claim the throne of Helgedad. Under his command the Darklords began the lengthy construction of fortresses in the Durncrag Mountains in preparation for the eventual invasion of Sommerlund. However, in spite of overwhelming superiority of numbers, the aid of a treacherous Sommlending wizard called Vonotar, and the near-total destruction of the Kai Lords, Zagarna failed to conquer Sommerlund, and was destined to perish himself during the Siege of Holmgard, destroyed by Lone Wolf, last of the Kai, and the power of the Sommerswerd: the Sword of the Sun.







ORDER FORM

In response to popular demand, we can now offer Lone Wolf Club members the chance to buy individual titles (or complete sets) in the LONE WOLF / GREY STAR series, SIGNED BY JOE DEVER, IAN PAGE and GARY CHALK.

TITLE	COST	No. REQ'D	TOTAL
LONE WOLF 1: Flight from the Dark	£1.75	_________	£_____
LONE WOLF 2: Fire on the Water	£1.75	_________	£_____
LONE WOLF 3: The Caverns of Kalte	£1.75	_________	£_____
LONE WOLF 4: The Chasm of Doom	£1.75	_________	£_____
LONE WOLF 5: Shadow on the Sand	£1.75	_________	£_____
LONE WOLF 6: The Kingdoms of Terror	£1.75	_________	£_____
GREY STAR 1: Grey Star the Wizard	£1.75	_________	£_____
THE LONE WOLF ADVENTURES: A deluxe hardback omnibus edition containing Lone Wolf Books 1 & 2.	£7.95	_________	£_____

NAME: ______________________________

ADDRESS: ____________________________

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SUBTOTAL: £______

POSTAGE: £______

TOTAL: £______

Send your order to: LONE WOLF BOOK OFFER, Beaver Books, 62–65 Chandos Place, London, WC2N 4NW, England.

Please print clearly

POSTAGE & PACKING CHARGES

No. of books	UK/BFPO	FOREIGN
1	0.28p	0.50p
2	0.40p	0.65p
3	0.59p	0.75p
4	0.66p	£1.00
5	0.66p	£1.25
6	0.98p	£1.35
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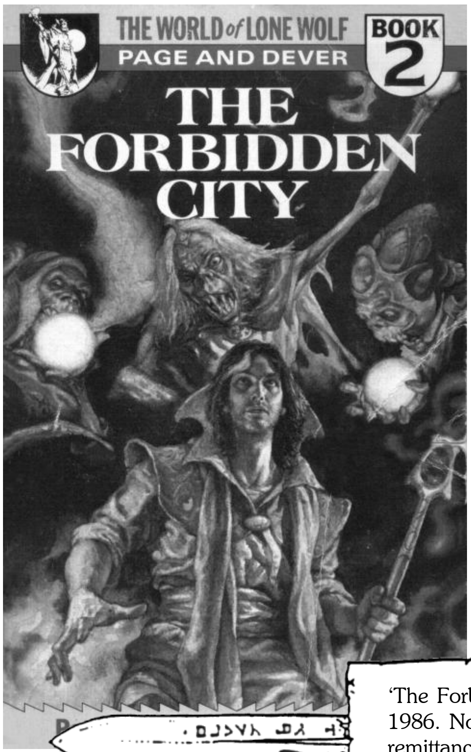

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To Order: Just fill in your name and address on the form below and indicate how many books you require. Send the completed form, together with a cheque or postal order for the correct amount (made payable to THE LONE WOLF CLUB) to:

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Please send my ____ copy(ies) of 'The Forbidden City' (£1.75 ea.)
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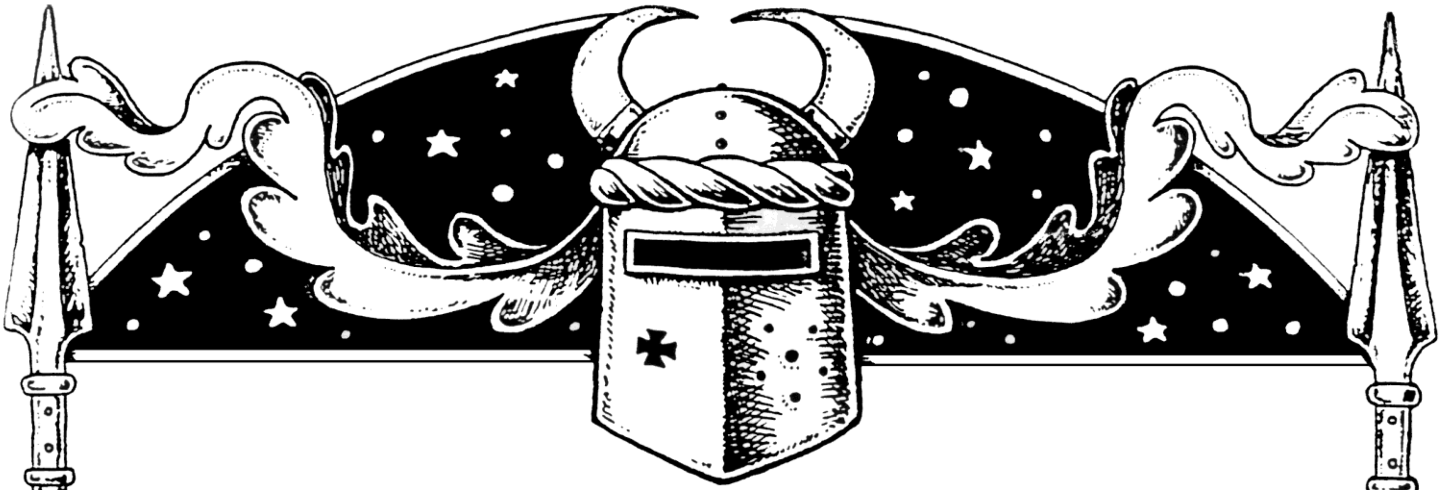
'The Forbidden City' by Ian Page & Joe Dever. Pub date 20th March 1986. Non UK / BFPO members please add 50p p&p per book. All remittance must be in a form that can be drawn on an English bank / post office without incurring a charge.



New Year's Special Treasure Hunt
COMPETITION

The following sentences give clues to the location of a lost treasure that is buried somewhere in Northern Magnamund. All you have to do is decipher the clues (using your Lone Wolf adventure books to help you) to discover where it is hidden, and the nature of the treasure itself.

When you think you have discovered what the treasure is and where it is located, write your answers on a postcard, together with your name, age, address and Kai rank), and send it to:

LONE WOLF COMPETITION (NYS)
C/o: Beaver Books,
62–65 Chandos Place,
London, WC2N 4NW

MULTIPLY THE NUMBER OF TUNNELS THERE ARE THROUGH THE HAMMERDAL MOUNTAINS BY THE ENDURANCE POINTS OF THE TRAITOR'S MONSTER.

ON A PAGE WITH THE SAME NUMBER LIES A CITY. A HUNDRED MILES TO THE SOUTH LIES ANOTHER. SEARCH THERE.

THE DRIED COVER OF A FRAGRANT SEED REVEALS THE GUISE OF THE TREASURE YOU SEEK. FIND IT AND SCRATCH IT AND YOU'LL DISCOVER WHAT APPEARS TO BE STEEL AND IS REALLY MUCH MORE—THE KIND OF METAL YOU WEAR A POUCH FOR!

Entries must be in by 15th May 1986 as any received after this date will not count, so do send them in as soon as possible. All winners will be notified by post no later than 1st June 1986.

The first correctly completed postcard, picked at random from all those received, will win a PARKER GOLD ROLLER BALL PEN and a presentation certificate signed by Joe Dever. The following five correctly completed entries will each win a Casio RD-10 FM CARD RADIO complete with earphone.

GOOD LUCK!

LONE WOLF CLUB

NEWSLETTER No. 5

ATTENTION ALL LONE WOLF CLUB MEMBERS!!!

Joe Dever and Ian Page will be signing copies of the latest Grey Star book—'Beyond the Nightmare Gate'—on the Beaver Books stand at this year's London DRAGONMEET. Come and meet us at this exciting one-day convention which also features figure painting competitions, demonstration and participation games, game designers, artists, trade stands and fantasy wargame battles.

LONE WOLF CLUB MEMBERS who come to the convention wearing a Lone Wolf T-Shirt will receive a Lone Wolf wall poster and a signed photograph from Joe Dever.

Dragonmeet 86

SATURDAY 10th MAY 1986

Royal Horticultural
Society's New Hall,
Greycoat Street,
London, SW1

Admission £1.00 only!

Open 10am–7pm

SEE YOU THERE!

Monastery Mailbag

A SELECTION OF LETTERS
FROM LONE WOLF FANS

Dear Kai Lords

Please could you answer some questions I have about your brilliant Lone Wolf books:

1: In Lone Wolf Book 2, entry number 12, Captain Kelman gives you a game of Samor. Please could you tell me more about the game and how it is played?

2: Could you tell me how to pronounce LJUK (as in 'The Caverns of Kalte')?

3: What is the name of the creature Lone Wolf encounters in entry no. 168 of 'The Chasm of Doom'?

4: What are the two heads that appear on the front of the Club Newsletters?

Thanks for such a thrilling series of adventures—keep up the good work!

Yours Faithfully,

Andrew Sage, DEVON

*****

The game of Samor is a bit like chess, but it has more pieces and there are more squares on the game board. Joe created the game with the intention of using it in the 'Magnamund Companion', but, due to a lack of space, it had to be left out in favour of the Ragadorn Tavern multi-player game.

Ljuk is pronounced 'Le Yook', 'Le' as in the French word for the, and 'Yook' as in book.

This creature is a Daemonak. They are used as messengers and spies (and sometimes as assassins) by the Darklords of Helgedad. When Darklord Vashna perished at the Maakengorge, some of his Daemonaks survived and took up residence in the ruins of the city of Maaken. They still scout the area and bring back information to the spirit of their master imprisoned in the Chasm of Doom. The one that you encountered in entry no. 168 was one of these vampire scouts.

The two heads which adorn the cover of the Club Newsletter are the remains of two unlucky Giaks who fell foul of Lone Wolf during 'Flight from the Dark'.

Dear Kai Lords

I have some questions about the world of Magnamund which I am dying to ask so here goes!:

1: In 'Flight from the Dark', ref. no. 267, what does the message attached to the Giak dagger say?

2: Can you please tell me about the ruins of Raumas where Lone Wolf meets Banedon for the first time?

3: Have you thought of the possibility of a Lone Wolf role-playing game?

I can't wait for Castle Death!

Best Wishes,

Richard Morgan, OLDHAM

*****

In entry no. 267 of 'Flight from the Dark', the message is written in Giak and is pronounced as follows:

"ORGADAK SHADA TAAG OKAK—ORGADAK OKNARA EK ASH JEK EG HELGEDAD"

When the above sentence is translated into English, it reads:

"YOU ARE TO KILL ALL HUMAN SOLDIERS HUMAN LEADERS ARE TO BE TAKEN TO HELGEDAD"

A complete chapter of the forthcoming 'Magnamund Companion' is devoted to the Giak language. It will show you how to speak, write and translate it into English.

The Temple of Raumas was once a secret shrine and place of worship for a race of healers known as the Herbalish. It was destroyed by the Cener Druids of Ruel in the year 994 MS, a long time before the Sommlending arrived and took over the land. The Druids of Malis Mound (see ref. no. 93 in 'Flight from the Dark') are direct descendants of the evil Ceners. They have pledged themselves to the destruction of any who would dare try to rebuild the temple. The Kai and the army of Sommerlund tried on many occasions to rid their land of these evil druids, but all attempts proved unsuccessful; the druids simply melted into the honeycomb of tunnels that they have excavated beneath the foothills of the Durncrag Mountains.

When Joe first created the world of Magnamund it was with the intention of using it as a complete background to a role-playing game system. Once the solo series is completed he hopes to be able to produce a Lone Wolf role-playing game which will enable fans to adventure in Magnamund and create their own characters and scenarios.

Dear Kai Lords

Why have the front covers of the Lone Wolf books changed? Does it mean that fans like me who bought the old style books will have more valuable editions in a few years' time? When you become a Kai Grand Master, is that the highest rank, or will (as I dearly hope) still more books be written about Lone Wolf?

By the way, I love using my Bow in Book 6, and I think the Magnakai rules are ace.

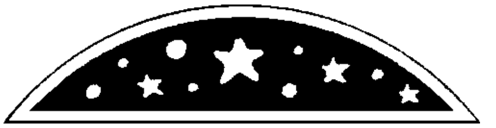
Yours,

Christopher Weightman, BEXLEY
(Kai Master Superior)

* * * * *

Beaver Books decided to change the covers of the Lone Wolf books because they felt the earlier ones were beginning to look a bit old-fashioned. If you've got the original series covers then look after them—they could be worth a fair price (especially if they are signed) in about four to five years from now.

Joe has mapped out an advanced series of adventures for Lone Wolf for when he has reached the rank of Kai Grand Master. They will take him to other planets in the Universe of Aon.



Dear Kai Masters

Being new to the Lone Wolf Club (but not to the books) I felt I should write in for the answers to some questions.

1: Is there any distinction between Kai Warriors and 'Kai Monks'?

2: What Kai rank is Joe Dever and Gary Chalk?

3: How many books are released each year?

4: What is a Doomstone doing in Ikaya (see 'The Caverns of Kalte', ref. no. 334)?

5: Will Grey Star be the only character to have his own 'World of Lone Wolf' series, or will there be others (like Banedon, for instance)?

Yours Sincerely,

Marios Panayiotou, BARROW-IN-FURNESS
(Primate)

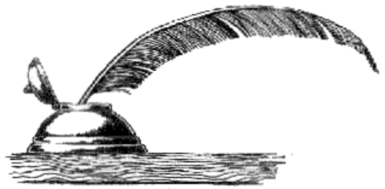
* * * * *

Strictly speaking, there is no distinction between the term warrior and monk. During long periods of peace, the Kai devoted themselves to study and training, which prompted outsiders to call them monks because their order was separate from the rest of Sommlending society. During times of war, they formed important army units in the Sommlending army. They wore armour and their higher-ranking masters were placed in command of all troops (Kai and regular army soldiers). Hence, they were also called warriors.

As Joe is the only person who knows all the secrets of the Magnakai as well as Lone Wolf's final destiny, his rank must be Kai Grand Master. Gary has read and completed the first seven books (inc. Castle Death which he illustrated during December of last year) therefore his rank is Tutelary.

Generally, there are three Lone Wolf books released each year, although, with the advent of the Grey Star series, and the Magnamund Companion, it's getting harder to generalize, as there are different types of Lone Wolf books.

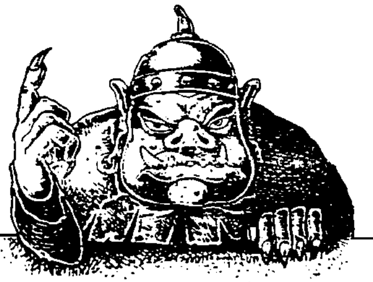
The story of the Ikaya Doomstone is that a Lesser Darklord (known as a Xaghash) stole it from his master, Darklord Zagarna, and went to Ikaya in the hope of using it to release the Ice Demons imprisoned there. He intended to lead them against the Durenese, capture Hammerdal, and set himself up as ruler. His plans went disastrously wrong and he was destroyed by the Ice Demons which he released. The Doomstone remained in Ikaya, where it was hidden by the Ice Demons in the secret Temple of the Ancients (ref. no. 264 of 'The Caverns of Kalte').



Joe would like to write a mini-series with Banedon as the main character, but, as always, it's a question of time. He has mapped out a complete solo adventure for Banedon which tells the story of how he defeated the Gagadoth of Dessi, and was rewarded for his triumph by the Elder Magi, who gave him the *Skyrider* that features in 'Shadow on the Sand'. The solo adventure which will appear in the Magnamund Companion features Banedon as the central character, and gives details of the spells used by the Brotherhood of the Crystal Star.

IF YOU HAVE ANY HINTS, TIPS, QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

THE LONE WOLF CLUB (MM)
BEAVER BOOKS
BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON
WC2N 4NW



POSTAGE & PACKING CHARGES

No. of books	UK/BFPO	FOREIGN
1	0.28p	0.50p
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3	0.59p	0.75p
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5	0.66p	£1.25
6	0.98p	£1.35
7 or more	£1.26	£1.50

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All remittance must be in Sterling in a form that can be drawn an English bank or post office without incurring a charge.

ORDER FORM

In response to popular demand, we can now offer Lone Wolf Club members the chance to buy individual titles (or complete sets) in the LONE WOLF / GREY STAR series, SIGNED BY JOE DEVER.

TITLE	COST	No. REQ'D	TOTAL
LONE WOLF 1: Flight from the Dark	£1.75		£
LONE WOLF 2: Fire on the Water	£1.75		£
LONE WOLF 3: The Caverns of Kalte	£1.75		£
LONE WOLF 4: The Chasm of Doom	£1.75		£
LONE WOLF 5: Shadow on the Sand	£1.75		£
LONE WOLF 6: The Kingdoms of Terror	£1.75		£
GREY STAR 1: Grey Star the Wizard	£1.75		£
GREY STAR 2: The Forbidden City	£1.75		£
THE LONE WOLF ADVENTURES: A deluxe hardback omnibus edition containing Lone Wolf Books 1 & 2.	£7.95		£

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SUBTOTAL £____

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TOTAL £____

Send your order to: LONE WOLF BOOK OFFER, Beaver Books, 62–65 Chandos Place, London, WC2N 4NW, England.

Please print clearly

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: TREVOR GORDON
Age: 11
Address: Northern Ireland
Hobbies: Gamebooks, Tolkien, Beano, computers (MSX), American football, dogs & cats.
Wants a male pen-pal aged 10–12, with similar interests.

Name: CHRISTOPHER WEIGHTMAN
Age: 13
Address: England
Hobbies: Lone Wolf, D&D, Car Wars, Wizards, martial arts, ninjas and much more.
Wants a girl pen-pal, similar age, preferably local.

Name: TOM SUTCLIFFE
Age: 11
Address: England
Hobbies: Reading, cricket, computer games (writing & playing), swimming and diving (like a frog!).
Would like a pen-pal (boy / girl) aged 9–12 with similar interests.

Name: MARK STEWART
Age: 12
Address: Scotland
Hobbies: Napoleonic wargaming, game-books, American football, chess.
Would like a boy pen-pal with similar interests.

Name: JAMES MACKIE
Age: 16
Address: England
Hobbies: Basketball (playing & refereeing), sailing, D&D, Lone Wolf, chess, cross-country, films.
Would like a girl pen-pal of similar age—must have a good sense of humour.

Name: MARK JONES
Age: 15
Address: Scotland
Hobbies: Gamebooks, Miami Vice, films, athletics, badges & music.
Would like a pen-pal (boy/girl) into gamebooks, music & films with a sense of humour.

Name: GARETH JONES
Age: 13
Address: Wales
Hobbies: D&D, Warhammer, gamebooks, 2000AD, computers (C64). Wants a boy pen-pal with similar interests.

Name: DAMION O'BRIEN
Age: 11
Address: England
Hobbies: American Football, D&D, gamebooks, badminton, soccer, table tennis, swimming & stamps.
Would like pen-pal (boy) with similar hobbies / interests.

Name: GLYNN RYLAND
Age: 16
Address: England
Hobbies: RPGs, metal miniatures, art and jogging.
Would like pen-pal (boy / girl) with similar interests; any age —any place.

Name: SARAH GAL
Age: 13
Address: England
Hobbies: Adventure gamebooks, swimming, pets and computers
Would like a pen-pal (boy / girl) in the UK or abroad, of similar age and interests.

Name: TAN JU NGUAN
Age: 12
Address: Singapore
Hobbies: Gamebooks, comics (Marvel, DC & First), RPGs & computers.
Would like a male pen-pal with similar interests.

Name: ANDREW MORLEY
Age: 11
Address: England
Hobbies: Gamebooks, gymnastics, studying modern warfare.
Would like a pen-pal with similar interests and of the same age (10–12).

Name: IAN CHERRY
Age: 16
Address: England
Hobbies: Lone Wolf, Napoleonic re-enactment, D&D, wargaming, writing solo adventures.
Would like a devoted Lone Wolf fan (boy / girl) of similar age.

Name: GAVIN GREER
Age: 11
Address: Scotland
Hobbies: Gamebooks, Sci-fi & fantasy novels, drawing, astronomy, coins.
Would like a pen-pal (boy) of similar age and interests.

Name: MARK IVES
Age: ?
Address: England
Hobbies: Reading, RPGs, gamebooks.
Would like a boy pen-pal who plays RPGs and lives in the south-east (London).

Name: PAUL CLAYTON
Age: 14
Address: England
Hobbies: Coins, gamebooks, drawing, tennis, reading ghost stories.
Would like a pen-pal aged 12–14 with similar interests.

Name: OWAIN RISEBOROUGH
Age: 14
Address: Wales
Hobbies: D&D, Lone Wolf, marine biology, rock & futuristic music, 2000AD.
Would like a girl pen-pal with similar interests.

Name: CHRIS QUARTERMAIN
Age: 13
Address: England
Hobbies: RPGs, reading sci-fi stories.
Wants a pen-pal aged 11–13 who lives near to Surrey.

Name: PAUL WILLIAMS
Age: 14
Address: Ireland
Hobbies: Gamebooks, coins, computers, tennis.
Would like a girl pen-pal of similar age / interests.

Name: ROBERT O'SHAUGHNESSSY
Age: 13
Address: England
Hobbies: Fishing, gamebooks, Chelsea football club.
Would like a girl pen-pal aged 13 / 14 with similar interests.

Name: DAVID STOCKWELL
Age: 15
Address: Wales
Hobbies: Adventure books, girls & music.
Would like a girl pen-pal with an interest in music.

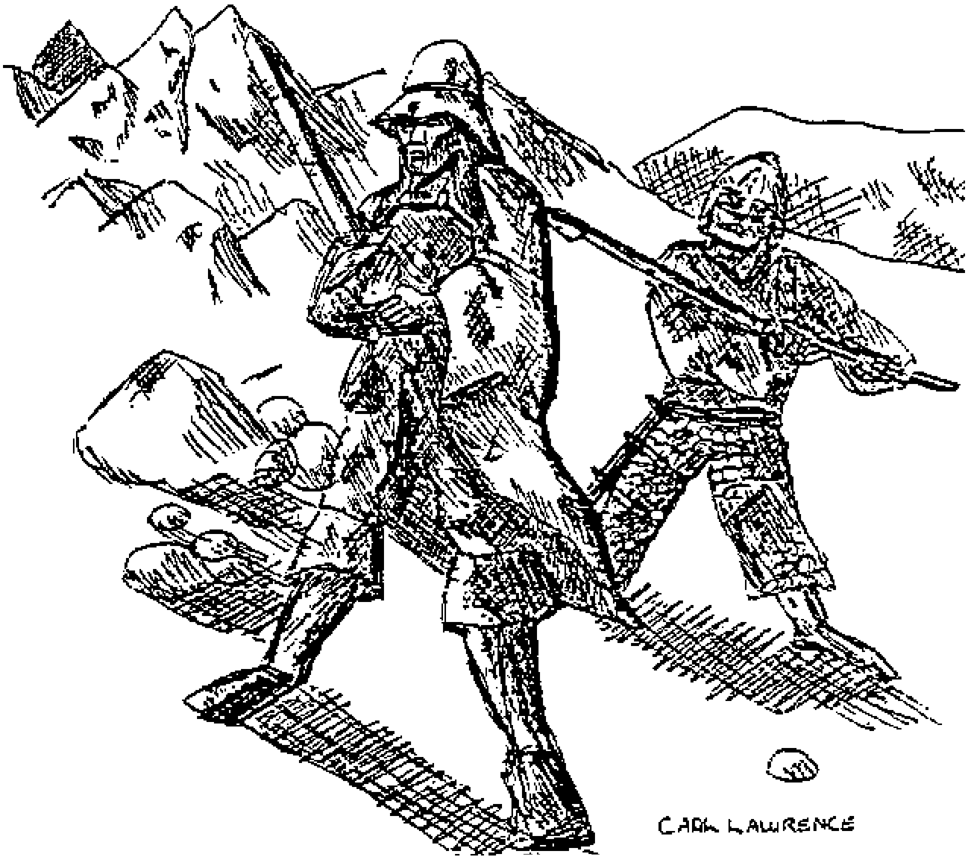
Name: FRAZER TORBY
Age: 12
Address: England
Hobbies: Gamebooks, Lone Wolf, computers, RPGs.
Would like a pen-pal (boy / girl) of similar age & interests.

Name: STEVEN YATES
Age: 12
Address: England
Hobbies: Gamebooks (esp. Lone Wolf), Spectrum 48K games, Tolkien.
Wants a boy pen-pal aged 11–13 with a Spectrum 48K.

Name: NAZRIN BIN ABU BAKAR
Age: 15
Address: Malaysia
Hobbies: BMX racing, camping, gamebooks, RPGs, skateboarding, DMing.
Wants pen-pal (boy / girl) who is a Dungeon Master.

Name: MARK ADCOCK
Age: 15
Address: England
Hobbies: Computer games (Spectrum), D&D, MERP, gamebooks, Tolkien.
Wants a pen-pal (boy / girl) who is into fantasy gaming.

Name: CHRIS NAGLE
Age: 17
Address: Australia
Hobbies: Lone Wolf (great!), computers, D&D, PBMing, gamebooks.
Wants a pen-pal with a special interest in Tandy Colour Computers.



Name: MAT SANDERS
Age: 12
Address: England
Hobbies: AD&D, Maelstrom, collecting & painting miniatures, Lone Wolf.
Would like a pen-pal (boy or girl) of similar age / interests—must be up to Kai Master rank.

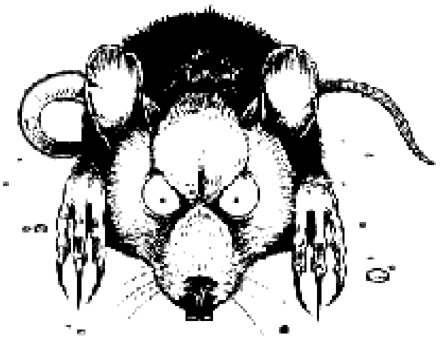
Name: DANIEL ALEXANDER
Age: 13
Address: England
Hobbies: Gamebooks, computers (48K Spectrum), RPGs (MERP, AD&D, D&D, Golden Heroes), fantasy books and miniatures.
Would like a pen-pal with similar interests.

Name: MING FONG
Age: 12
Address: Wales
Hobbies: Gamebooks, model-making, warplanes, boardgames, Lego, sci-fi, cycling, swimming.
Wants a pen-pal (boy / girl) of similar age & interests.

Name: RICHARD MAGNUS
Age: 14
Address: England
Hobbies: Gamebooks, swimming, hip-hop, fantasy books (especially Piers Anthony).
Wants a boy / girl pen-pal with similar interests.

Name: CHAN YEW FOOK
Age: 13
Address:
Hobbies: Tennis, stamps, gamebooks, reading & astronomy.
Wants a pen-pal (boy or girl) of the same age, living in the UK.

Name: ANDREW SEYMOUR
Age: 11
Address:
Hobbies: Gamebooks, computers, miniatures, Lone Wolf, drawing.
Wants a pen-pal living in the UK.



WOULD YOU LIKE TO DRAW FOR THE CLUB?

Members are invited to send in drawings for publication in future Lone Wolf Club Newsletters. All artwork should be in blank ink on white, unlined paper, and no larger than 10cm x 10cm.

If you would like to see your Lone Wolf / Grey Star drawings in print, send your artwork to:

THE LONE WOLF CLUB (Art)
62–65 Chandos Place,
London, WC2N 4NW

Please be sure to include your name, age and Kai rank. Unfortunately, we cannot return artwork submitted for publication.

Name: YUK WAI BUTT
Age: 13
Address: England
Hobbies: Gamebooks, D&D, Spectrum games, modelling, stamps, drawing.
Wants a pen-pal with similar interests (in the UK).

Name: HELEN CARMICHAEL
Age: 11
Address: England
Hobbies: Reading, riding, gamebooks & drawing.
Wants a pen-pal (boy / girl) of similar age & interests.

Name: ROBERT CROSS
Age: 9
Address: England
Hobbies: Gamebooks, swimming, model-making, drawing.
Would like a boy pen-pal aged 9.

Name: DOMINIC LODGE
Age: 13
Address: England
Hobbies: Gamebooks, model cars, cycling and reading.
Would like a pen-pal (boy / girl) of similar age & interests.

Name: BEN AFIA
Age: 14
Address: England
Hobbies: AD&D, Citadel Miniatures, Tolkien, Astrology, going berserk!
Would like a pen-pal (boy / girl) who hates Madonna (!) is preferably mad, and has similar or opposite interests!!! (13–16)

Name: JAMES BLESSING
Age: 14
Address: England
Hobbies: D&D, computers, gamebooks, collecting and swimming.
Wants a pen-pal (preferably a girl) with similar interests.

Name: GIDEON SANITT
Age: 9
Address: England
Hobbies: Golf, swimming, drawing, collecting comics.
Would like a pen-pal (boy or girl) of similar age and interests.

Name: MATHEW HOBBS
Age: 12
Address: England
Hobbies: Lone Wolf, football, comics, most sports.
Wants a boy pen-pal who likes pro-football, writing letters and sports.

Name: JAMES HODKINSON
Age: 11
Address: England
Hobbies: RPGs, collecting miniatures, archery, gamebooks & drawing.
Would like a pen-pal (boy / girl) who is into Lone Wolf in a big way!

Name: KAMRAN TIRMIZEY
Age: 11
Address: England
Hobbies: Swimming, stamps, astronomy.
Would like a pen-pal aged 9–12 with similar hobbies.

Name: SAM BRUCE
Age: 14
Address: England
Hobbies: Drawing, cycling, running, D&D, MERP, fantasy games & RPGs.
Would like a pen-pal (boy or girl) into MERP, aged 12–15.

Name: VIVIEN RATH
Age: 14
Address: England
Hobbies: AD&D, gamebooks, rugby, music, boardgames, computing.
Would like a pen-pal who is into AD&D.

Name: STUART GOUGH
Age: 12
Address: England
Hobbies: Tennis, computers (BBC), tennis, tropical fish.
Wants a male pen-pal with similar interests (especially tennis).

Name: RICHARD MORGAN
Age: 16
Address: England
Hobbies: Gamebooks, RPGs, fishing.
Wants a pen-pal (boy / girl) of any age or interests.

Name: MALCOLM A. FRASER
Age: 11
Address: Scotland
Hobbies: Fantasy RPGs, miniatures, reading, computing, gamebooks.
Would like a pen-pal aged 11–13 with a Spectrum 48K.

Name: VICTORIA HADRIAN
Age: 9
Address: England
Hobbies: Violin, recorder, stamps, swimming & sports.
Wants a pen-pal (boy / girl) aged 8–10 with similar interests.

Name: PAUL CALLAGHAN
Age: 7
Address: England
Hobbies: Gamebooks (over 40), RPGs, drawing, painting miniatures.
Would like a boy pen-pal with similar interests, local if possible.

Name: BRUCE SCOTT
Age: 15
Address: Scotland
Hobbies: Reading, music, gamebooks, tennis, writing solo adventures, Boys Brigade, BMXing.
Would like a mad pen-pal aged 14–16 (boy or girl).

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

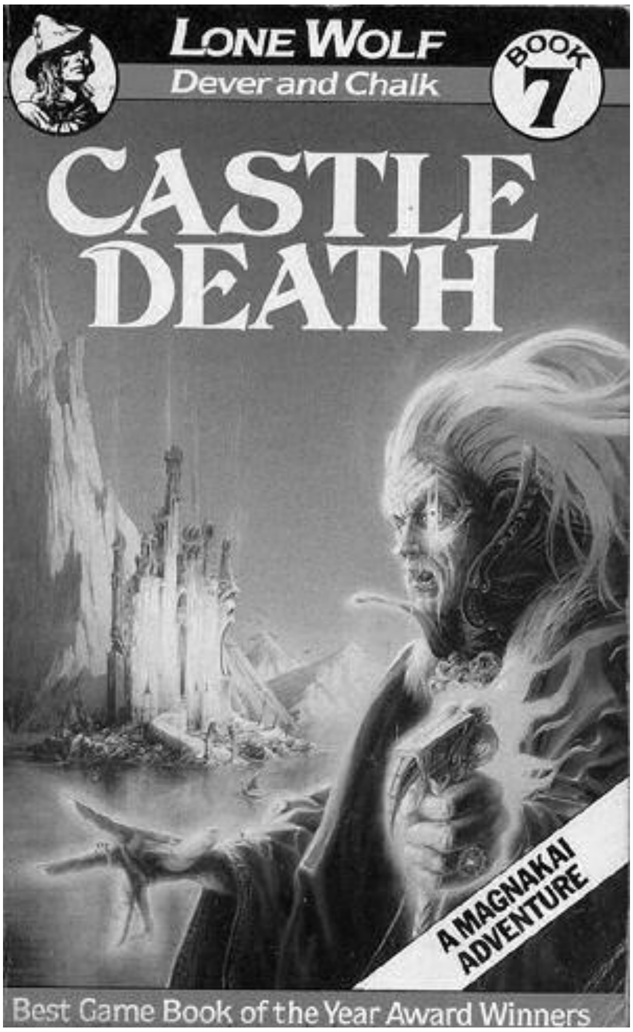
....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK). 62–65 Chandos Place. London. C2N 4NW

News from the Monastery

'Beyond the Nightmare Gate', book three in the Grey Star series, is set in the Daziarn, the astral plane beyond the Shadow Gate. As Grey Star, you must survive the perils of this limbo-world and follow a thread of clues which will lead you to where the Moonstone lies hidden. This adventure, set in a plane of existence where the normal rules of nature do not apply, promises to be one of the most unusual and thought-provoking gamebooks you have ever played. Survive it and you will be ready to confront the Wytch-king himself in Grey Star book four, which is entitled 'War of the Wizards'.

The land of Dessi, home of the remnants of the Elder Magi, provides the setting for book seven in the Lone Wolf series—'Castle Death'. The wisdom that you acquired upon discovery of the Lorestone of Varetta takes you in search of the second gem of Kai power—the Lorestone of Herdos. The Elder Magi pledge their help, but only you can enter the sinister island fortress of Kazan-Oud wherein lies the object of your Magnakai quest. Kai Masters will need to draw on all their skill and experience in order to survive this latest challenge which is, according to those who have read the manuscript, by far the toughest Lone Wolf adventure Joe has ever written!



COVER OF THE FORTHCOMING LONE WOLF BOOK 'CASTLE DEATH'—NOT FOR THE SQUEAMISH!

Lone Wolf has become an international cult–and that's official! Now, nearly two years after the first publication of 'Flight from the Dark' and 'Fire on the Water', the series has been translated into fourteen languages and is sold in over forty countries around the world. From Jamaica to Japan–from Norway to New Zealand, the adventures of the last Kai Lord of Sommerlund have acquired an avid readership and Joe, Ian and Gary would like to say a special thank you to all club members for the support which his helped to make this possible.

1	5	6	■	2	8	9	
3							■
4			■	■	7		10
13			■	11			
	■	18			■	12	
14	16	■	■	19			
15		17	■		■		■
■	20						■

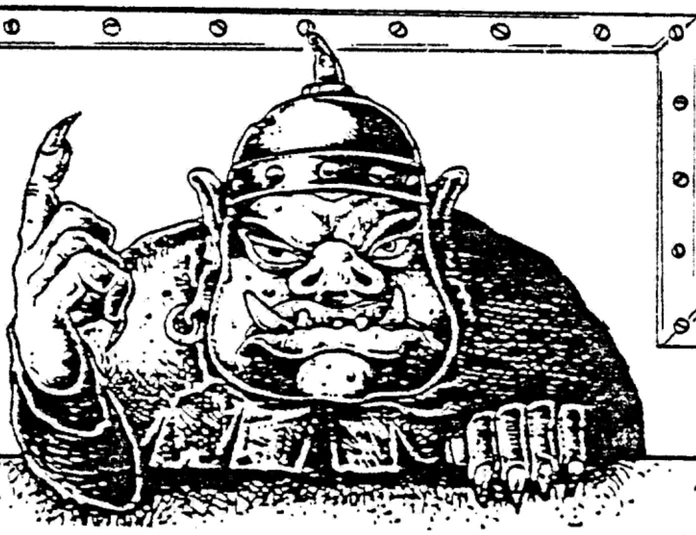
CROSS WORD

ACROSS

1. Tavern (3)
2. A wild pig (4)
3. English word for 'The Koos' (7)
4. Means 'reigning king' (3)
7. Doctor of Theory & Theology (abbrev. 3)
11. Base of a ship (4)
12. Royal Artillery (abbrev. 2)
13. The 'veiled ones' of Ikaresh are known as '___ kaw' (3)
14. Maybe (2)
15. Insane (3)
18. Huge expanse of water (3)
19. Alloy of copper and tin is '____ze' (4)
20. Used to load a musket (6)

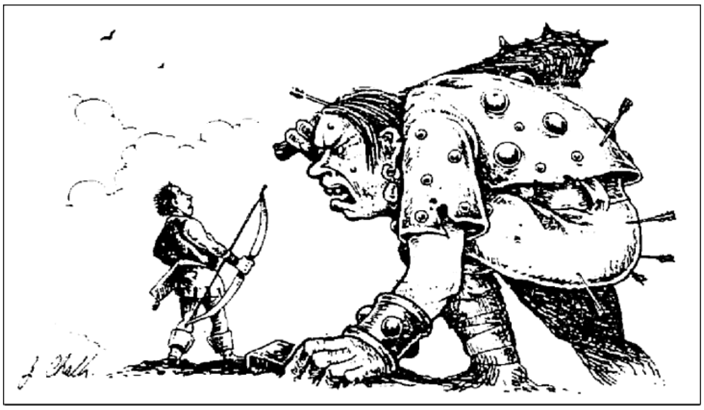
DOWN

1. Salt lake near Barrakeesh
2. British Leyland (abbrev. 2)
5. To require urgently (4)
6. Magnakai Discipline (5)
8. Very rare healing herb (4)
9. A small planet (8)
10. An elf's tree-house (4)
11. A cape on the coast of Vassagonia (5)
16. Opposite of near (3)
17. District Attorney (abbrev. 2)



L.W.C. Newsletter No. 4 Caption Competition

WINNER: Mark S. Bullen of Storington



"Look here, put that apple back on your head and I'll have one more go!"

RUNNERS-UP:

"Good day at the office, dad?"
(Robert Burgess, Rotherham)

"I know I should have gone to reference 245, but shall I ask him for my arrows back?!"
(Andrew Palmer, Derby)

"But it didn't end like this in the Bible!"
(Matthew Cobby, Scotland)

"Make that two pints of Strongbow, please!!!"
(J. Homer, Halesowen)

"Sorry, I thought you were the wife!"
(Robin Forder, Herts)

BEYOND THE NIGHTMARE GATE
&
CASTLE DEATH

Order your signed copies . . . . NOW!

Copies of both ‘BEYOND THE NIGHTMARE GATE’—Book 3 in the “World of Lone Wolf” series, and ‘CASTLE DEATH’—the eagerly awaited second book in the Lone Wolf “Magnakai” series, will be available to Lone Wolf Club members, signed by Joe Dever.

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Lone Wolf Book 7:	‘CASTLE DEATH’	June 19th

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I enclose a postal order/cheque for £______

Name ____

Address ____

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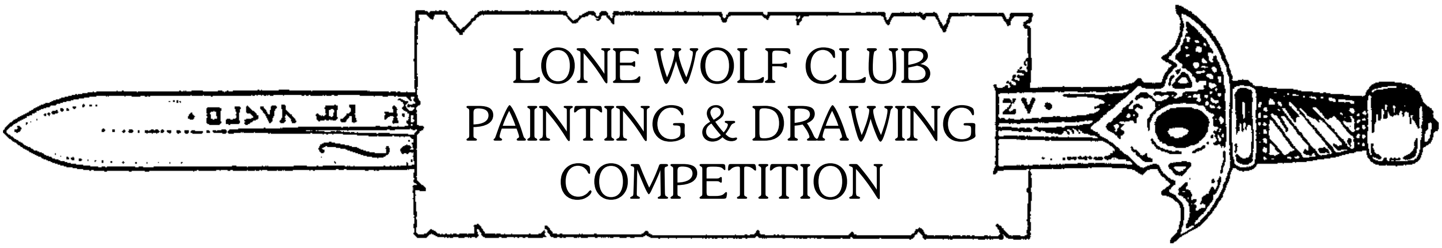


LONE WOLF CLUB PAINTING & DRAWING COMPETITION

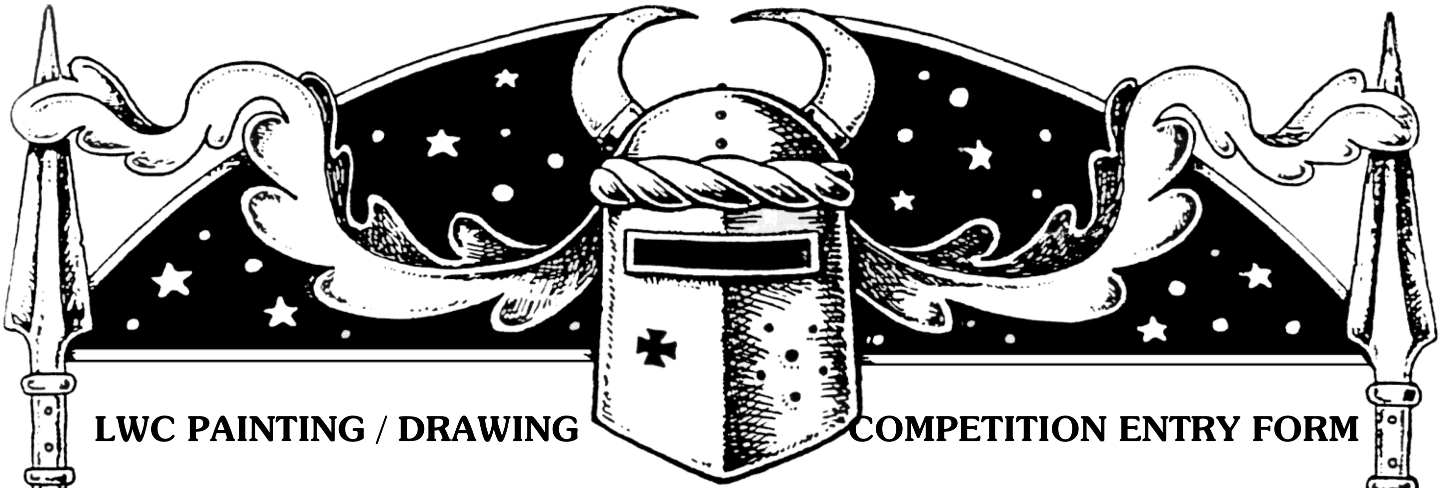
Many club members have written saying how much they enjoyed taking part in the Painting & Drawing competition which appeared in Newsletter No. 2, and have asked us to run another. So, for the benefit of all Lone Wolf Club members, old and new, here are the details of this Newsletter's ARTWORK COMPETITION.

All you have to do to enter is draw or paint (using whatever materials you like) your favourite scene from any of the Lone Wolf or Grey Star books. Your work must be original (not a copy or a tracing of an existing illustration), and we shall be on the lookout for authentic detail and imaginative ideas.

All entries must be submitted on the form supplied a overleaf, no later than the 18th AUGUST 1986. Entries received after this date will not be counted, so be sure to post your artwork as soon as possible. All winners and runners-up will be notified by post no later than 1st SEPTEMBER 1986.

The winners of each class will each receive a deluxe Scheaffer CALLIGRAPHY GIFT SET and a signed winner's certificate, attractively framed and ready to hang on your wall.

GOOD LUCK!



LWC PAINTING / DRAWING COMPETITION ENTRY FORM

All entries must be submitted on this form using the space below:

Please enter my artwork for the LONE WOLF CLUB Painting / Drawing competition. My illustration is of reference no. ______ from the LONE WOLF / GREY STAR book entitled: ______________________________

TICK WHICH CATEGORY YOU ARE ELIGIBLE TO ENTER

JUNIOR ( ) INTERMEDIATE ( ) SENIOR ( )
(up to 10) (11 to 14) (15 +)

NAME, ADDRESS & AGE OF ENTRANT (BLOCK CAPITALS PLEASE):

.... AGE ....

....

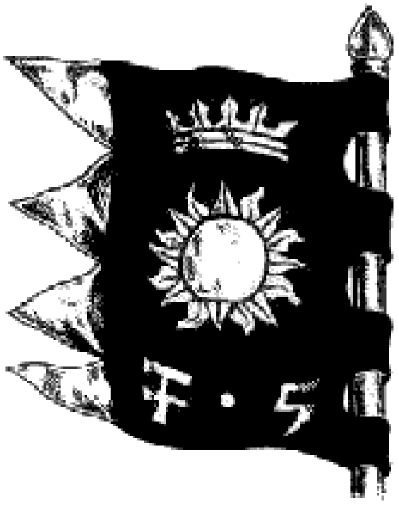
....

Send your entries to THE LONE WOLF CLUB (C5) C/o Beaver Books,
Brookmount House, 62–65 Chandos Place, London, WC2N 4NW

LONE WOLF CLUB

SUMMER SPECIAL 1986

This action-packed **SUMMER SPECIAL** edition of the club newsletter contains a black & white map of **NORTHERN MAGNAMUND**, a new-look Monastery Mailbag feature, plus details of a new series of adventure gamebooks by **Joe Dever**, which can be played by one or two readers. Also, there is a chance for members to enter the '**Design a Monster**' competition, with the winner's creation appearing in a future Lone Wolf book!



Monastery Mailbag

A SELECTION OF LETTERS
FROM LONE WOLF FANS

This issue we introduce a new look to the Monastery Mailbag by way of a "Question & Answer" format. We hope it will enable us to answer more of your questions and queries about the Lone Wolf series.

If the Shadow Gates are the only entrances to the Daziarn, and they move about, and they can only be seen by the Kundi, then:

1) How come the entrance to the Daziarn below the Magician's Guildhall stays where it is?
2) How come the magicians knew it was a Shadow Gate and knew it was there if they couldn't see it and they weren't of the Kundi Tribe?
3) If the Daziarn is an 'Eternal Prison' from which none can escape, how does Grey Star hope to get out of it?

(Jim Clarke, Belfast)

The nature of Shadow Gates differs greatly in northern and southern Magnamund. In the north they are fixed geographical locations where the two planes of existence overlap and connect to form doorways from one to the other. But in the south, following the exodus of the Shianti, Shadow Gates rarely—if ever—appear in the same place for more than one day. Before the Golden Age of the Shianti, all Shadow Gates were like those in the north. But following the return of the Moonstone to the Daziarn, the Goddess Ishir used her power to alter the nature of the Shadow Gates in the south, so that the Shianti would not easily be tempted to enter and retrieve their Moonstone. (One of the fixed southern Shadow Gates was once located in the Darkling Room in the Port of Suhn.)

The magicians of the Crystal Star Guild are not aware of the purpose of the Shadow Gate on which they built their Guildhall. Early members of their order entered the portal and were never seen again (they are still alive somewhere in the Daziarn), after which the guild assumed the portal to be some sort of magical black hole, and have used it ever since as a place of disposal for murderers and traitors. Other fixed sites for northern Shadow Gates include Ikaya (through which the Ice Demons entered Magnamund) and below the Tomb of the Princess in Barrakeesh.

Grey Star will be able to use the power of the Moonstone to effect an escape from the Daziarn. The nature of his escape and the adventure which follows is told in the last of the Grey Star first series, entitled—'War of the Wizards'.

****

Is Helgor a Darklord city?

(Glenn Innes, Scotland)

Helgor is the capital city of Magador, the most northerly territory in the Stornlands. The peoples who originally settled here came from the south-west and mined the ore-rich mountains. But their wealth soon attracted outlaws and robber-barons who fought to take over the land. In MS 3657, all of the royal household were murdered, and a pretender called Prince Dolgorn acceded to the throne. The present ruler, King Vanagrom VI, is a descendant of Dolgorn. Although Magador is seen to be an independent kingdom, the King is little more than a puppet of the Darklords. Helgor, at the moment, is not a Darklord city, but it is destined to become one in the very near future!

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:
LONE WOLF CLUB
BEAVER BOOKS
BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW

Does the retrieval of the Lorestones change Lone Wolf's COMBAT SKILL, ENDURANCE or Disciplines in any way?

(Ed Hickey, Dublin)

Yes, only by rediscovering the Lorestones can Lone Wolf acquire the Disciplines of the Magnakai beyond the three he has mastered by study alone. By acquiring the additional Disciplines, he will be able to complete Lore-circles and thereby increase his COMBAT SKILL and ENDURANCE. Also, increased rank status also brings with it an improvement of existing Magnakai Disciplines, as detailed in the 'Improved Disciplines' section of Lone Wolf Books 7+.

****

What is the proper title of Grey Star book 3?

(Coryn Jones, Milton Keynes)

Originally, Book 3 was going to be called 'Beyond the Shadow Gate', for the obvious reason that the adventure takes place on the other side of a Shadow Gate. However, Beaver Books thought that there would be confusion amongst booksellers because the title would be similar to 'Shadow on the Sand'. Rather than argue the point, we decided to argue the key word 'shadow' to 'nightmare'.

****

On page 25 of Grey Star Book 2, it says you '…carry a maximum of eight items in your Herb Pouch'—should it be six?

(Paul Fox, Eire)

Actually, the rule that first appeared in Grey Star book 1 regarding the Herb Pouch was incorrect. It should be able to hold up to eight items, hence the changed rule in later books.

****

After Darklord Haakon's death in 'Shadow on the Sand', who is the leader of the Darklord Empire?

(Nathan Worrell, Grimsby)

The successor to Darklord Haakon will be Darklord Gnaag of Mozgôar. Following Haakon's demise, a civil war breaks out in Helgedad as rival Darklords fight for the throne. The war lasts five years before Gnaag emerges triumphant.

What is the name of the creature which appears in entry no. 223 in 'The Chasm of Doom'?

(Linda Scott, Bradford-on-Avon)

The bird is an Itikar, similar to the one on which you make your escape from the Grand Palace of Barrakeesh in 'Shadow on the Sand'.

****

When was the Book of the Magnakai lost, and how?

(Jason Cowley, Winterbourne)

The Book of the Magnakai was lost in the year MS 4434. It was stolen by agents of the Zakhan of Vassagonia who wished to use it to bargain for power from the Darklords. The plan went wrong when the agents double-crossed the Zakhan and tried to strike up a deal directly with the Darklords. They hid the Book in the Tomb of the Majhan and then sought an audience with the Darklords by approaching a Drakkarim warlord in the city of Torgar. Unfortunately, the Drakkar dismissed their attempt to strike up a deal and simply tortured them in order to extract the hiding place for himself. However, both agents died before revealing the location of the book, and the hiding place remained a secret until MS 5055 when Haakon learned of what had happened. He used his power to call on the spirits of the agents, and bought them back under his control as 'Stuzor-zutaagon'—weak, wraith-like undead. This is how he learned of the location of the lost Book of the Magnakai.

****

What is the capital of Cloeasia?

(Andrew Short, Leeds)

Kadan is the capital of Cloeasia. The Zultanate of Cloeasia came into being in the year MS 2950, formed by exiles from Vassagonia rule and displaced rebels and renegades from southern Durenor. It maintains a shaky independence from Vassagonia, but has lost much of its former wealth and territory due to political and geological upheavals in the Lastlands. It is currently (MS 5058) one fifth of its original size, and its population number less than 30% of its number when it first established self-rule. Its main resources are iron ore and copper, and its ruler is Zultan Guldarra.

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: MARTIN POYNER
Age: 14
Address: England
Hobbies: Lone Wolf, Fighting Fantasy, Dr Who.
Would like a pen-pal (boy or girl) preferably living in another country.

Name: STEVEN ROBERTSON
Age: 11
Address: Scotland
Hobbies: Stamp collecting, bird watching, gamebooks.
Wants a pen-pal (boy / girl) with similar interests.

Name: JEFFREY DAVIES
Age: 13 ½
Address: Wales
Hobbies: All role-playing games, stamp collecting, Rubic's cube and gamebooks.
Wants a male pen-pal of the same age.

Name: ALEXANDER FENNELL
Age: 12
Address: England
Hobbies: Lone Wolf, T&T, Dragon Warriors, FF, chess, sports, DMing.
Wants a pen-pal (boy / girl) of similar age (11–14) and with similar interests.

Name: JULIETTE WHITE
Age: 10
Address: England
Hobbies: AD&D, astronomy, swimming, drawing, Tolkien.
Wants a sane female pen-pal aged 9–12 with similar interests.

Name: BEN THOMAS
Age: 9
Address: Oman
Hobbies: Computing, gamebooks, reading, scrabble, swimming, ice-skating.
Wants a male pen-pal aged 8–10 with similar hobbies.

Name: EDWIN YAU
Age: 16
Address: England
Hobbies: Lone Wolf, Grey Star, Way of the Tiger, Star Trek & Dr Who.
Wants a pen-pal (boy / girl) aged 13+ with similar interests.

Name: PHILIP HOWARD
Age: 13
Address: England
Hobbies: RPGs, gamebooks, computing, snooker, reading, comics, Adrian Mole.
Would like a UK pen-pal with similar interests (aged 12–14).

Name: SARAH AVERY
Age: 15
Address: England
Hobbies: Gamebooks (especially Lone Wolf), pop music.
Would like a handsome male pen-pal with a sense of humour and similar interests (aged 16–18). Send photo with first letter.

Name: GARY CLARKE
Age: 15
Address: Co. Durham
Hobbies: Gamebooks, MERP, Tolkien, DMing, D&D, horror.
Wants a pen-pal (preferably girl) aged 13–16 with sense of humour. Send photo.

Name: DARREN KEMP
Age: 10
Address: England
Hobbies: Gamebooks, computers, reading, model building.
Would like a pen-pal (boy / girl) with similar interests, aged 10–12.

Name: IAN CORRIE
Age: 12
Address: England
Hobbies: Lone Wolf, sci-fi, Middle-Earth and RPGs.
Wants a human pen-pal with IQ of at least –3, boy or girl, aged 11–14.

Name: WAYNE BURCELL
Age: 12
Address: England
Hobbies: Gamebooks, computers, TV, pop music and Transformers.
Wants a pen-pal (boy / girl) with similar interests and who lives abroad.

Name: NARKAJI RURUNG
Age: 13
Address: Hong Kong
Hobbies: Gamebooks, soccer, drawing, outdoor adventures.
Would like a male pen-pal with similar interests.

Name: CRAIG MARVIN
Age: 12
Address: England
Hobbies: RPGS—Nighthawks, Star Frontiers, AD&D, RuneQuest, and gamebooks.
Wants a male pen-pal with same interests (& same age).

Name: SAI WAI LEI
Age: 9
Address: England
Hobbies: Reading, drawing, Transformers, astronomy, fantasy, music.
Wants a pen-pal, boy or girl, with similar interests.

Name: KATY HARPWOOD & JENNY COOPER
Age: 11
Address: England
Hobbies: Sports, reading, computer games and pop music.
Want two good-looking boy pen-pals with sense of humour, and same ages (11). Send photos.

Name: MOHAMAD AFSHAR
Age: 10
Address: England
Hobbies: Football, cricket, rounders, drawing, collecting stickers.
Wants a pen-pal (boy / girl) with similar interests.

Name: JULIAN WATCHAM
Age: 25
Address: England
Hobbies: Fantasy literature, heavy metal, economics & politics.
Would like a pen-pal with an interest in heavy metal.

Name: SEAN RICHARDS
Age: 13
Address: England
Hobbies: Lone Wolf, FF, drawing, computers (C64 / 128 & V 20), modelling.
Wants a pen-pal with a Commodore 64 / 128.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
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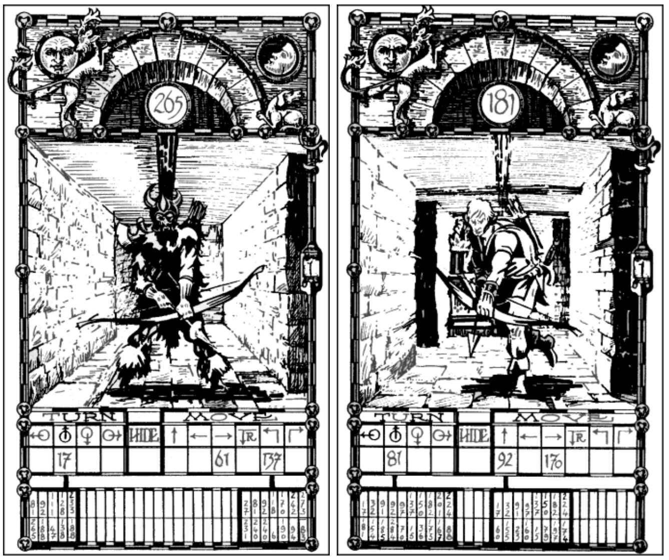
You are the White Warlord of Kordan, sworn enemy of the Black Baron of Zorn. His henchmen have captured and imprisoned you in the dungeons of his fortress—Castle Blackdawn. You must use all your warrior cunning to survive the deadly tricks he has devised to end your life. Avoid his traps, solve his riddles and find his hidden treasures and you may live to avenge your honour in a fight to the death with the Black Baron himself.


265
TURN
MOVE
HIDE
17
61
137
181
TURN
MOVE
HIDE
81
92
176

Examples of the Combat Heroes two-player game. Each view represents what the player is seeing at every stage of play.

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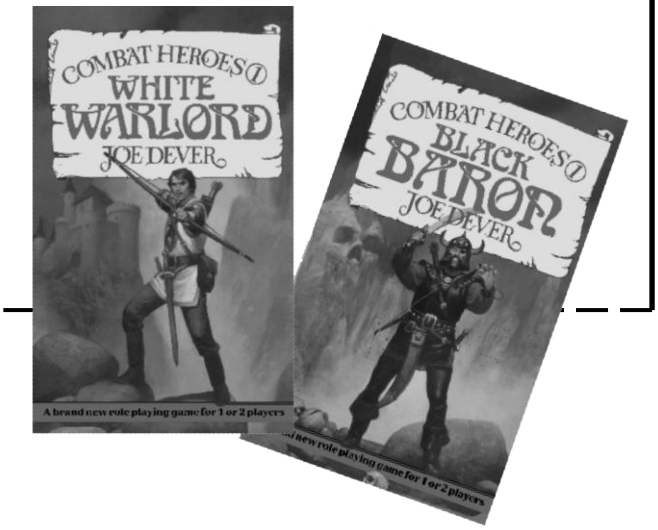
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ORDER FORM

In response to popular demand, we can now offer Lone Wolf Club members the chance to buy individual titles (or complete sets) in the LONE WOLF / GREY STAR / COMBAT HEROES series, signed by JOE DEVER.

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POSTAGE: £ _____

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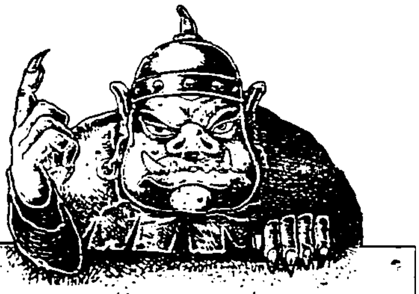

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New Year's Special Treasure Hunt COMPETITION

RESULTS . . . RESULTS . . . RESULTS . . . RESULTS . . . RESULTS . . . RESULTS . . . RESULTS . . . RESULTS . . . RESULTS . . . RESULTS . . . RESULTS . . . RES

MULTIPLY THE NUMBER OF TUNNELS THERE ARE THROUGH THE HAMMERDAL MOUNTAINS BY THE ENDURANCE POINTS OF THE TRAITOR'S MONSTER.

ON A PAGE WITH THE SAME NUMBER LIES A CITY. A HUNDRED MILES TO THE SOUTH LIES SNOTHER. SEARCH THERE.

THE DRIED COVER OF A FRAGRANT SEED REVEALS THE GUIDE OF THE TREASURE YOU SEEK. FIND IT ANS SCRATCH IT AND YOU'LL DISCOVER WHAT APPEARS TO BE STEEL IS REALLY MUCH MORE—THE KIND OF METAL YOU WEAR A POUCH FOR!

Did you manage to decipher the clues? For those of you who are still scratching your heads, the treasure itself was a GOLD MACE. The dried outer covering of nutmeg is known as mace, and the kind of metal that you wear a pouch for in the Lone Wolf adventures is gold. The city in which it was hidden was Ryme in the country of Durenor.

The first correctly completed postcard picked out of the hat was sent in by:

PAUL LANGTON of Co DURHAM

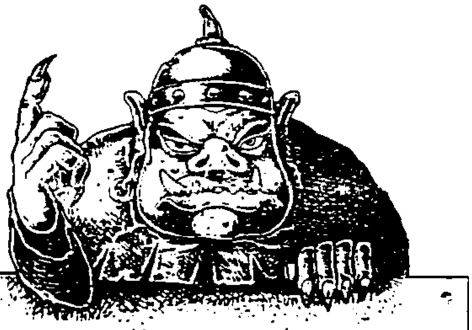
Paul wins a PARKER GOLD ROLLER PEN and a signed presentation certificate. The five runners-up, who each won a CASIO RD–10 FM CARD RADIO, were:

JOHN FOWLEY of LEEDS
COLIN JOHNSON of NOTTINGHAM
JASON KAYLOR of ROTHERHAM
LEWIS BRENT of GWENT
ANNE CHAMBERLAIN of BLACKPOOL

Congratulations to the winner and runners-up, and to all Kai Lords who took part, especially those who appear in the

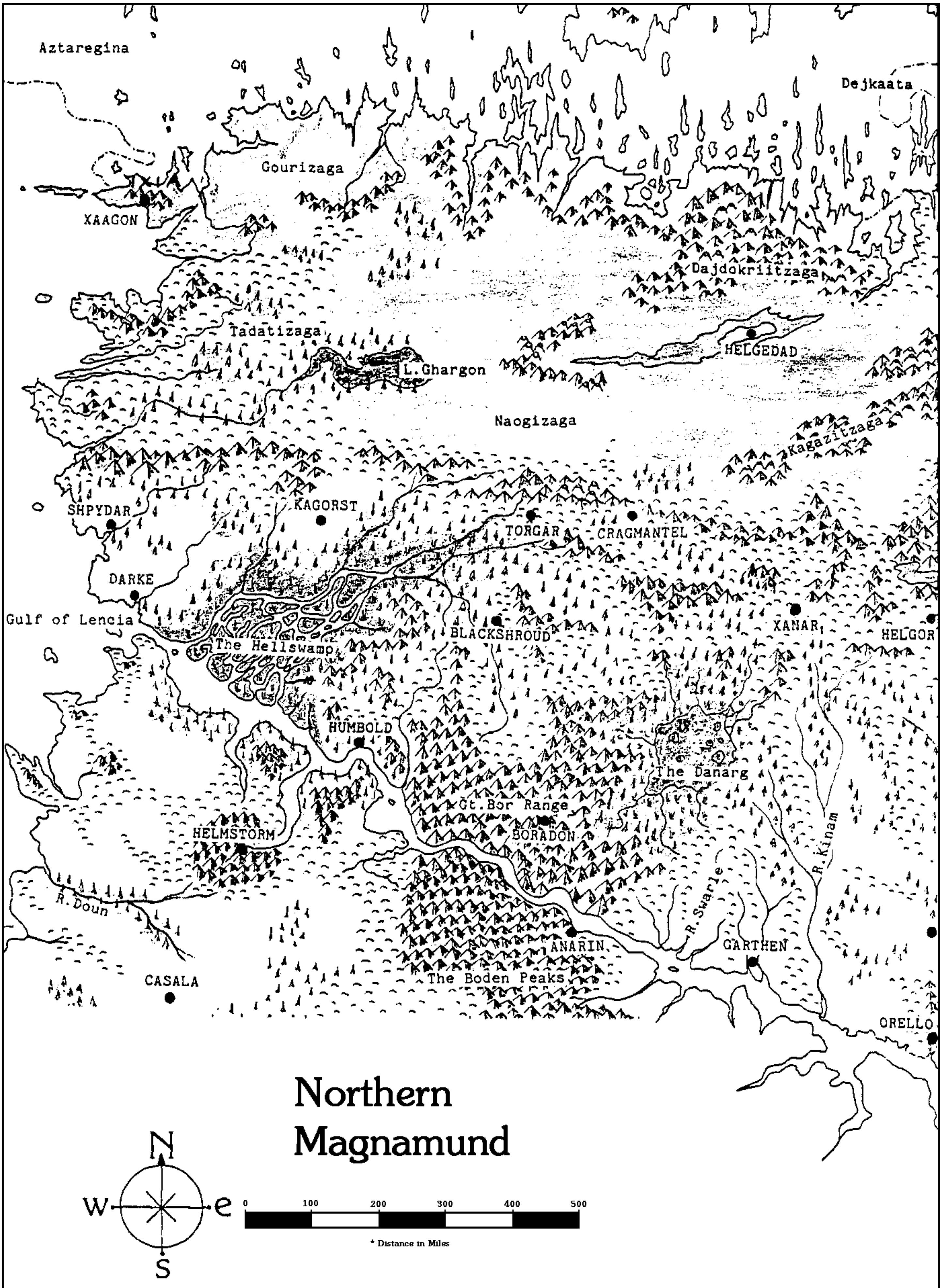
******ORDER OF MERIT******

Steven Robertson, Ben Afia, Thomas Sutcliffe, David Uffindell, Jason Lookley, Allistair Young, Altaz Dhanani, Peter Sawers, David Naylor, Edward Budd, Steven Tongue, Bruce Scott, M S Bullen, Colin Fenwick, Luke Adams, Stephen Vest, Darren Beck, Marious Panayiotou, Simon Powell-Evans, Karly Franzmann, Matthew Evans, Graham Burgin, Kim Nicks, R Forder, Alan North, Paul Bailey, Clifford Coh, Justin Wells, Mark Adcock, Ben Taylor, Darren Roberts, Edward Hickey, Linda Scott.



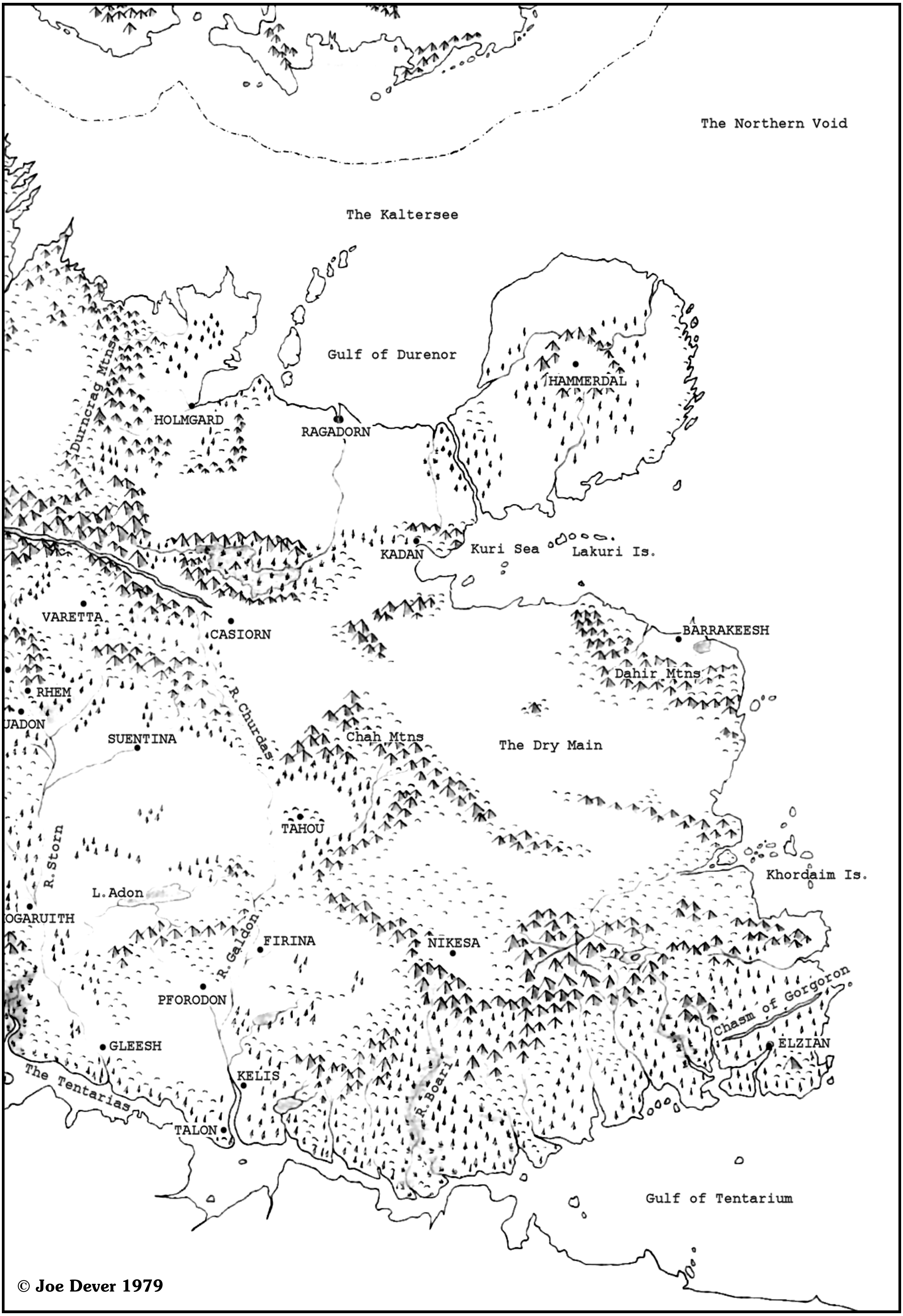
Newsletter No. 5 Crossword SOLUTION

1 I	5 N	6 N	■	2 B	8 O	9 A	R
3 N	E	E	D	L	E	S	■
4 R	E	X	■	■	7 D	T	10 T
13 A	D	U	■	11 K	E	E	L
H	■	18 S	E	A	■	12 R	A
14 I	16 F	■	■	19 B	R	O	N
15 M	A	17 D	■	A	■	I	■
■	20 R	A	M	R	O	D	■


Aztaregina
Dejkaata
Gourizaga
XAAGON
Dajdokriitzaga
Tadatizaga
L.Ghargon
HELGEDAD
Naogizaga
Kagazitzaga
SHPYDAR
KAGORST
TORGAR
CRAGMANTEL
DARKE
Gulf of Lencia
BLACKSHROUD
XANAR
HELGOR
The Hellswamp
HUMBOLD
The Danarg
Gt.Bor Range
BORADON
HELMSTORM
R.Kinam
R.Doun
R.Swarle
ANARIN
GARTHEN
CASALA
The Boden Peaks
ORELLO
N
W
e
S
0
100
200
300
400
500
* Distance in Miles

Northern Magnamund

© Joe Dever 1979


The Northern Void
The Kaltersee
Gulf of Durenor
HAMMERDAL
Durncrag Mtns
HOLMGARD
RAGADORN
KADAN
Kuri Sea
Lakuri Is.
VARETTA
CASIORN
BARRAKEESH
Dahir Mtns
RHEM
UADON
R. Churdas
Chah Mtns
SUENTINA
The Dry Main
TAHOU
R. Storn
L. Adon
Khordaim Is.
OGARUITH
R. Galdon
FIRINA
NIKESA
PFORODON
Chasm of Gorgoron
GLEESH
ELZIAN
The Tentarias
KELIS
R. Boari
TALON
Gulf of Tentarium

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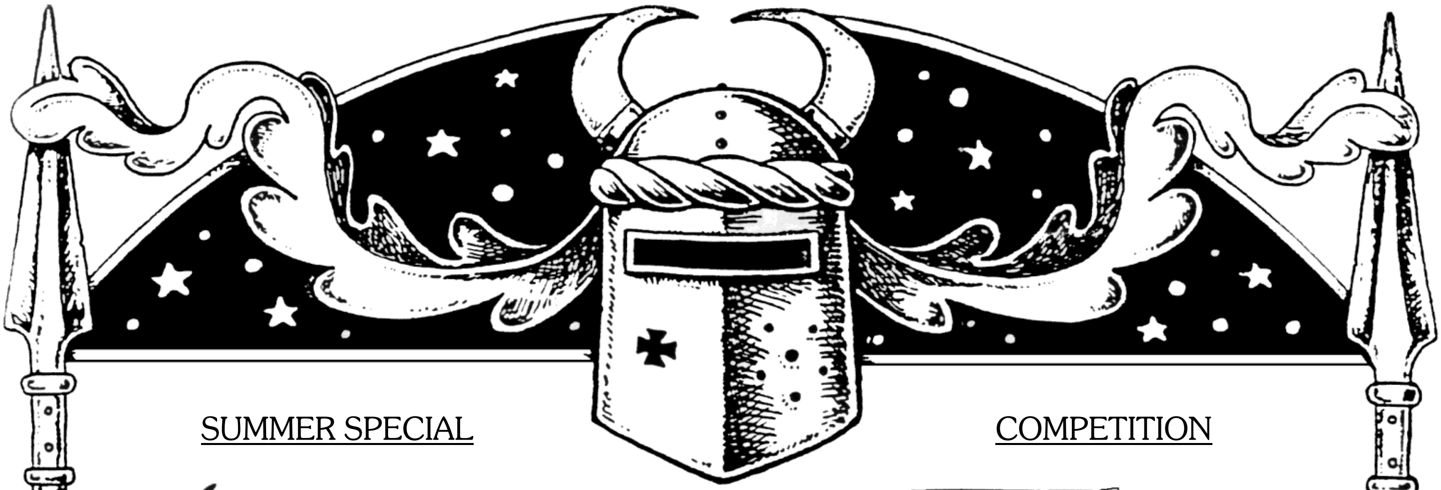


SUMMER SPECIAL COMPETITION

DESIGN A LONE WOLF MONSTER

The theme of this issue's competition is to design a Lone Wolf monster. Your creation must be original—not a copy of a creature which already exists in any fantasy game or book. We shall be looking for imaginative names and descriptions, and, although a sketch or drawing is not essential, any artwork submitted to illustrate your creation will be favourably considered.

All entries must contain the following details:

1) NAME OF CREATURE
2) ITS COMBAT SKILL AND ENDURANCE SCORES
3) A DESCRIPTION OF ITS PHYSICAL APPEAR-ANCE INCLUDING ANY SPECIAL ABILITIES, WEAKNESSES AND SKILLS
4) A BRIEF ACCOUNT OF WHERE IT LIVES (forest, swamp, mountains, etc.) AND HOW IT CAME TO LIVE THERE (no more than 120 words max.)
5) YOUR NAME, ADDRESS, AGE AND KAI RANK

THE PRIZE

THE ENTRANT WHOSE MONSTER IS JUDGED TO BE THE MOST ORIGINAL CREATION WILL WIN A VERY SPECIAL PRIZE. THE WINNING CREATURE WILL BE INCLUDED IN A FUTURE LONE WOLF ADVENTURE AND ITS DESIGNER WILL RECEIVE AN ACKNOWLEDGEMENT OF HIS CONTRIBUTION, TO BE PRINTED IN EVERY EDITION OF THE BOOK THROUGHOUT THE WORLD. SO, IF YOU WOULD LIKE TO SEE YOUR NAME IN A FUTURE LONE WOLF ADVENTURE—NOW'S YOUR CHANCE.

Entries must be in by 16th OCTOBER 1986. Any received after this date will not be counted so do get them in as soon as possible. The winner will be notified no later than 1st November 1986.

SEND YOUR ENTRY TO:
LONE WOLF MONSTER COMPETITION
Beaver Books,
62–65 Chandos Place,
London, WC2N 4NW

LONE WOLF CLUB

NEWSLETTER No. 6

ATTENTION ALL LONE WOLF CLUB MEMBERS................

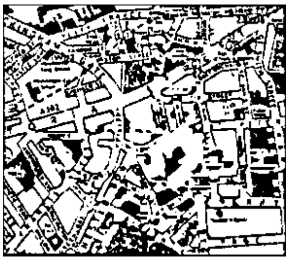
Joe Dever and Ian Page will be signing copies of the latest GREY STAR book—'War of the Wizards'—on the 'Beaver Books' stand at this year's GAMES DAY. Come and meet us at this exciting show. LONE WOLF CLUB MEMBERS who attend the show wearing a Lone Wolf T-Shirt will receive a signed Lone Wolf wall poster. Bring your Lone Wolf and Grey Star books and have them signed as well!

This is the main event of the year on the gaming calendar. It's your chance to see all the different companies, all the different games, and all the wonderful celebrities, gathered under one roof in Central London. Two days packed with trade stands, competitions, quizzes, events and lots of games!

WHAT'S ON

- *AD&D* Competition
- Demonstration Games
- Games Day Auction
- Live Role-playing Displays
- The Games Day Awards
- Trade Stands
- Chaos Chat Shows
- Quizzes
- Figure Painting competition

HOW TO GET THERE



Venue: The Royal Horticultural Society Hall, Greycoat Street, London, SW1. Tube to Victoria or St. James' Park tubes.

Also, buses will be running from Games Workshop shops in Sheffield, Manchester, Newcastle, York, Nottingham and Birmingham. Contact the Store Manager for details.

COMING SOON . . .

Dates & Times:
Saturday, 27th September
(10:30am–6:00pm)
Sunday, 28th September
(10:00am–5:00pm)

GAMES DAY 86

TICKETS

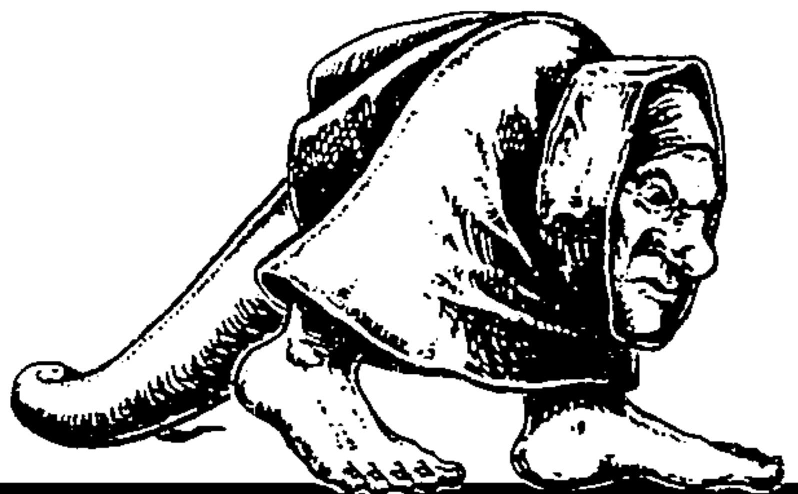
Important Notice! Due to fire regulations, we must limit the number of places at Games Day this year. Consequently, there may be a limit to the number of people we can admit at the door. To make sure of your ticket, write to: Games Day, Games Workshop, Mail Order, Chewton Street, Hill Top, Eastwood, Nottingham, NG16 3HY, enclosing a stamped, self-addressed envelope.

Buy your Games Day ticket now
£1.50 per day

IMPORTANT: You must tell us if you want a Saturday Ticket or a Sunday Ticket.

FURTHER DETAILS: Write to Steve Baker, Games Workshop, 1 Dalling Road, Hammersmith, W6, or telephone (01) 741-3445.

SEE YOU THERE!



Monastery Mailbag

A SELECTION OF LETTERS FROM LONE WOLF FANS

1) As well as the Daziarn Plane and the Material Plane, how many planes are there?
2) At the start of the History of Magnamund in Newsletter 5, it said that Magnamund was the last free planet of Aon. Could you tell us the names of the others?

(Christopher Gregg, Maidenhead)

The planes of existence are the MATERIAL plane—the material manifestation of the planets and Universe of Aon; the DAZIARN plane—the ethereal ‘corridor’ connecting the planes; the plane of LIGHT—fortress plane of the Gods Ishir and Kai; the plane of DARKNESS—fortress plane of Naar, King of the Darkness; the four elemental strongholds of FIRE, EARTH, AIR, and WATER; and the plane of CONFLUENCE—a plane where the Gods of Light and Darkness can create material forms outside of the Laws of Time and the conditions of the material plane.

Within its own solar system, there are eight planets apart from Magnamund. They are TORM, BAZITTO, CANNADOM, PLUTARNIS, GORDONIA, HERMIDOS, SHUNA and ITHIS.

* * *

Please could you tell us more about Castle Taunor, which is featured in ‘The Kingdoms of Terror’, Ref. 63?

(Bryn Owens, Gwynedd)

Castle Taunor was built in MS 4402 by Prince Lydan of Winigen, then ruler of a small principality that is now part of Lyris. If you look at the map of the Stornlands in the front of Lone Wolf book 6, you can see the area that was once Winigen; it is the forest and plain which is bordered to the east by the River Quarl and the west by the highway between Amory and Varetta. Three years after the castle was built, it was attacked by a rival baron and besieged for nine months. The prince eventually broke the siege by smuggling out one of his soldiers, who summoned the help of the Prince’s brother, Prince Frennen of Woeld. During the siege, the defenders rolled rocks covered with moss at the enemy. At first the rocks were carefully investigated, but as more and more of them were found to be harmless, interest in them waned. That, of course, was when the defenders wrapped a man inside a layer of moss and rolled him down, too. He was able to get through and summoned Prince Frennen’s army. Prince Lyden was killed ten years later at the Battle of Tido. His body was buried in the chapel of the castle and it is legend that the healing spa began to flow from the altar stone exactly a year after his death. The healing properties of Taunor Water became well known throughout the Stornlands, and many battles were fought to gain control of the castle. For two hundred years the spa dried up (MS 4615–4815), and during this time the castle fell into disrepair. In MS 5008, its main watch-tower was rebuilt for use by the army of Lyris, but it was abandoned when the Denka Gate was constructed in MS 5017. The Yawshaths occupied its dungeons in the year MS 5035, the same year in which Lone Wolf was born.

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

LONE WOLF CLUB
BEAVER BOOKS
BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW

What are the COMBAT SKILL and ENDURANCE points of Lord Zagarna, Darklord Vashna and Vonotar the Traitor?

(Michael Blocksome, Louisiana, USA)

Darklord Zagarna: CS 46 ENDURANCE 60
(Reduce by 25% if beyond the limits of the Darklands.)

Darklord Vashna: CS 58 ENDURANCE 88
(Reduce by 20% if beyond 400 miles from Helgedad.)

Vonotar the Traitor: CS 14 ENDURANCE 23
(Weak, but tricky!)

****

Where do the creatures called Yawshaths originate from?

(Alan Butcher, Cardiff)

The Yawshath, like most of the evil monsters that inhabit Magnamund, is one of the Agarashi—the creatures of darkness. When Naaros was destroyed, the Agarashi melted away into the mountains and swamps where they have hidden ever since. Many became extinct, but some, like the Yawshaths, evolved and survived in isolation, eventually emerging to terrorize the areas which border their lairs.

****

How many Darklords are there?

(Paul Fox, Dublin)

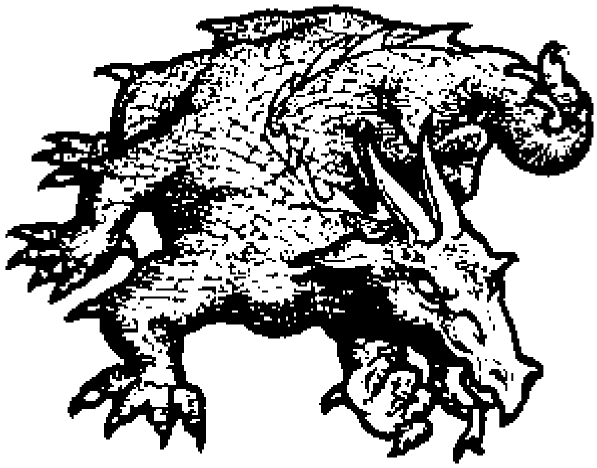
Originally, there were twenty Darklords. At the time of Lone Wolf Books 1 & 2, the years MS 5050, there are sixteen still in existence. Two of these are destined to perish at the hands of Lone Wolf (Darklords Zagarna and Haakon) before he reaches the rank of Kai Master.

****

What is the Gagadoth, of whom the Magicians of Dessi needed Banedon's help in order to defeat it?

(Glenn Wright, New Jersey, USA)

For thousands of years, the Gagadoth hid in the depths of the Chasm of Gorgoron, having escaped the destruction of Naaros where originally it was bred by Agarash the Damned. Slowly it changed and evolved an immunity to the magic of the Elder Magi that enabled it, eventually, to rise up from the chasm and terrorize Dessi. The Elder Magi were helpless to stop it, but Banedon, whose magical skills are of a different kind to those of the Elder Magi, was able to defeat the creature after a long and terrible struggle in the cold depths of Gorgoron itself.



In Book 2 ('Fire on the Water'), it says that if any other person, save a True Kai, wields the Sommerswerd, it will lose its power forever. How come, in Castle Death, the ugly-faced Dwarf takes the Sun-sword, but it does not lose its power?

(Ian Cherry, Liverpool)

In Book 2, ref. 79, it states that in order to release the power of the Sommerswerd, only a Kai Lord should wield it. Should it be used in combat by anyone who is not a Kai Lord, its power will fade and be lost forever. The Dwarf in 'Castle Death' did not use the Sommerswerd in combat, and therefore its power has not been diminished as a result.

****

In the sewers beneath Tekaro I lost my weapon to the grasp of a certain killer organism—that weapon was the Sommerswerd! Surely this is a major disaster for both Lone Wolf and Sommerlund?

(Ralph Fitchett, Grimsby)

Strictly speaking, the Sommerswerd is a Special Item—not a Weapon. When facing the organism (ref. 4) you should erase a Weapon from your *Action Chart*. If you do not possess a Weapon, only then do you lose the Sommerswerd.

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: MATTHEW J. SPRANGE
Age: 12 ½
Address: England
Hobbies: D&D, Judge Dredd, computers (Electron), reading & comics.
Wants a pen-pal with an Electron computer.

Name: LUKE St. CLAIRE-SMITH
Age: 11
Address: England
Hobbies: Wildlife, Beano, tennis, drawing and gamebooks.
Wants a pen-pal (boy / girl with similar interests.

Name: ALAN LANSDOWNE
Age: 10
Address: England
Hobbies: Sci-fi & fantasy books (Tolkien & the Belgariad), gamebooks, astronomy & magic.
Would like a pen-pal (boy / girl) aged 10–13, into Tolkien and astronomy. No Giaks or Helghasts please!

Name: IAN CHERRY
Age: 16
Address: England
Hobbies: Lone Wolf, wargaming, computers (Spectrum 48K), D&D, writing solo adventures.
Wants a devoted Lone Wolf fan who also writes solo adventures.

Name: SIMON POWELL-EVANS
Age: 13
Address: England
Hobbies: Sci-fi books (Harry Harrison), 2000AD, Fighting Fantasy, D&D, pop, Lone Wolf, Citadel Miniatures, rifle shooting.
Wants a pen-pal (boy / girl) aged 12–14, in same area if possible.

Name: ANDREW PALMER
Age: 13
Address: England
Hobbies: Computers (C64), RPGs, 2000AD, Lone Wolf & Judge Dredd.
Wants a pen-pal (boy / girl) with similar interests (12–15).

Name: EMMA FISK
Age: 13
Address: Eire
Hobbies: Reading, music, sport, violin, FF books, collecting stamps, porcelain dolls and toilet rolls!
Wants a girl pen-pal aged 12 / 13 with similar interests, and who hates Wham! & Madonna. Posers need not apply!

Name: JOHN HOLBURN
Age: 8 ½
Address:
Hobbies: Lone Wolf, comics, BMXing, transformers, reading, board games & gamebooks.
Wants a boy pen-pal aged 7–10 with similar interests.

Name: JONATHAN HALL-SAY
Age: 11
Address: England
Hobbies: RPGs & stamp collecting.
Wants a pen-pal of similar age and of similar interests.

Name: MARK NASH
Age: 13
Address: England
Hobbies: Lone Wolf, FF, D&D, GrailQuest, Falcon, Dragon Warriors, Fatemaster, swimming, fantasy books.
Wants a pen-pal (10–12) willing to teach new RPGs.

Name: ANDREW MOSS
Age: 13
Address: England
Hobbies: Lone Wolf, art, Warlock mag. and planes.
Wants a pen-pal (boy / girl) of similar age and with similar interests.

Name: RODDY BAILEY
Age: 12
Address: England
Hobbies: Gamebooks, rifle shooting, cricket, drawing, wargaming & Lone Wolf.
Wants a pen-pal (boy / girl) who is into Lone Wolf and chess (12–13).

Name: GARY EVANS
Age: 12
Address: England
Hobbies: Lone Wolf, sports, stamps, snakes, snooker.
Wants a pen-pal (boy / girl) who is into snakes and quizzes.

Name: SARA MITCHELL
Age: 14
Address: Scotland
Hobbies: Books, films, not being good at sport or at all fond of Sylvester Stallone!
Wants anyone with a good imagination, who likes Big Country, and long train journeys, and being slightly strange!

Name: SARAH GAL
Age: 13
Address: England
Hobbies: Reading, gamebooks, writing letters, pets, swimming, drawing, collecting things, sport, music, PBMing.
Wants a pen-pal (boy / girl) who is into pets and has similar interests.

Name: DAVID BELL
Age: 12
Address: Scotland
Hobbies: Lone Wolf, gamebooks, swimming, playing the organ, trombone, computers (Amstrad).
Wants a pen-pal (aged 11–13) who has an Amstrad computer.

Name: PETER JEFFREY
Age: 14
Address: Scotland
Hobbies: Gamebooks, terrapins, horror films, chess, badminton, D&D, Stephen King, computers (C64), loud music & miniatures.
Wants a pen-pal (boy / girl) with a good imagination and wide range of interests.

Name: JASON KNIGHT
Age: 10
Address: England
Hobbies: Transformers, astronomy, gamebooks, drawing, reading, ZX Spectrum.
Wants a pen-pal with similar interests.

Name: COLIN SCOTT
Age: 11
Address: Scotland
Hobbies: Football, fishing, Lone Wolf & Grey Star.
Wants a boy pen-pal with similar interests.

Name: DESMOND PATTON
Age: 13
Address: Eire
Hobbies: Wants a girl pen-pal, aged 12–14, from anywhere on or off the face of the earth! Send photo with letter.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE:..

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

ORDER FORM

Lone Wolf Club members have the exclusive opportunity to purchase individual titles, or complete sets, in the LONE WOLF / GREY STAR / COMBAT HEROES series, SIGNED BY JOE DEVER.

TITLE	COST	No. REQ'D	TOTAL
LONE WOLF 1: Flight from the Dark	£1.75	________	£_____
LONE WOLF 2: Fire on the Water	£1.75	________	£_____
LONE WOLF 3: The Caverns of Kalte	£1.75	________	£_____
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LONE WOLF 5: Shadow on the Sand	£1.75	________	£_____
LONE WOLF 6: The Kingdoms of Terror	£1.75	________	£_____
GREY STAR 1: Grey Star the Wizard	£1.75	________	£_____
GREY STAR 2: The Forbidden City	£1.75	________	£_____
THE LONE WOLF ADVENTURES: A deluxe hardback omnibus edition containing Lone Wolf Books 1 & 2.	£7.95	________	£_____
COMBAT HEROES 1: The White Warlord	£2.25	________	£_____
COMBAT HEROES 2: The Black Baron	£2.25	________	£_____

NAME: ______________________________

ADDRESS: ___________________________

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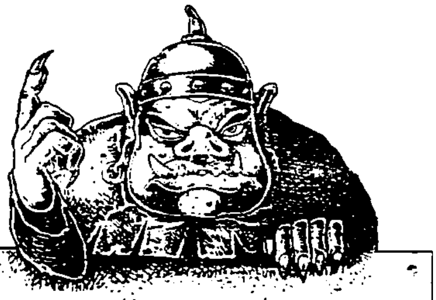
______________ Postcode: ___________

SUBTOTAL: £____

POSTAGE: £____

TOTAL: £____

Send your order to: LONE WOLF BOOK OFFER, Beaver Books, 62–65 Chandos Place, London, WC2N 4NW, England.



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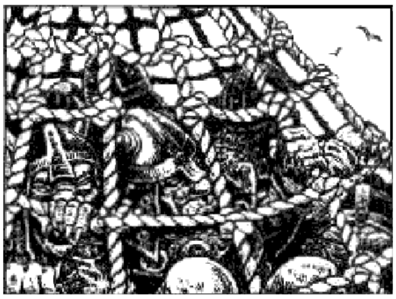
No. of books	UK/BFPO	FOREIGN
1	0.28p	0.50p
2	0.40p	0.65p
3	0.59p	0.75p
4	0.66p	£1.00
5	0.66p	£1.25
6	0.98p	£1.35
7 or more	£1.26	£1.50

PLEASE NOTE:
All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

If you wish to keep your newsletter intact, copy or photocopy this order form and enclose it with your remittance.

Please print clearly!



Sneaky Giak saboteurs were responsible for a couple of mistakes which appeared in the first editions of Lone Wolf book 7—Castle Death. Check your edition to see if the following appear:

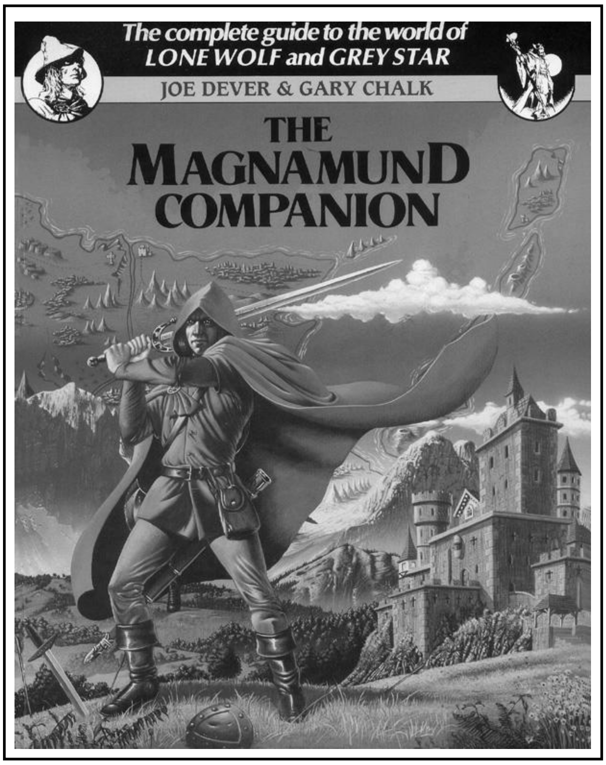
Ref. 290: The stats for the Beastman are COMBAT SKILL 17 ENDURANCE 22

Ref. 233: The stats for the Oudagorg are COMBAT SKILL 17 ENDURANCE 17

Ref. 258: Option to go to 186 is wrong. The correct ref. no. is **49**.

WATCH OUT! THERE'S A GIAK ABOUT!

THE MAGNAMUND COMPANION



Order your signed copies . . . . NOW!

The long-awaited guide to the world of Lone Wolf and Grey Star will be available to Lone Wolf Club members, signed by its author—Joe Dever. ORDER NOW, USING THE PRIORITY ORDER FORM BELOW, AND YOUR SIGNED COPY WILL BE POSTED TO YOU, HOT OFF THE PRESS, ON THE DAY OF PUBLICATION: 6th NOVEMBER, 1986.

TO ORDER: Just fill in your name and address on the form below, and indicate which book(s) you require. Send your completed form, together with a cheque or postal order for the correct amount (made payable to the LONE WOLF CLUB), to:

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(BLOCK CAPITALS PLEASE)

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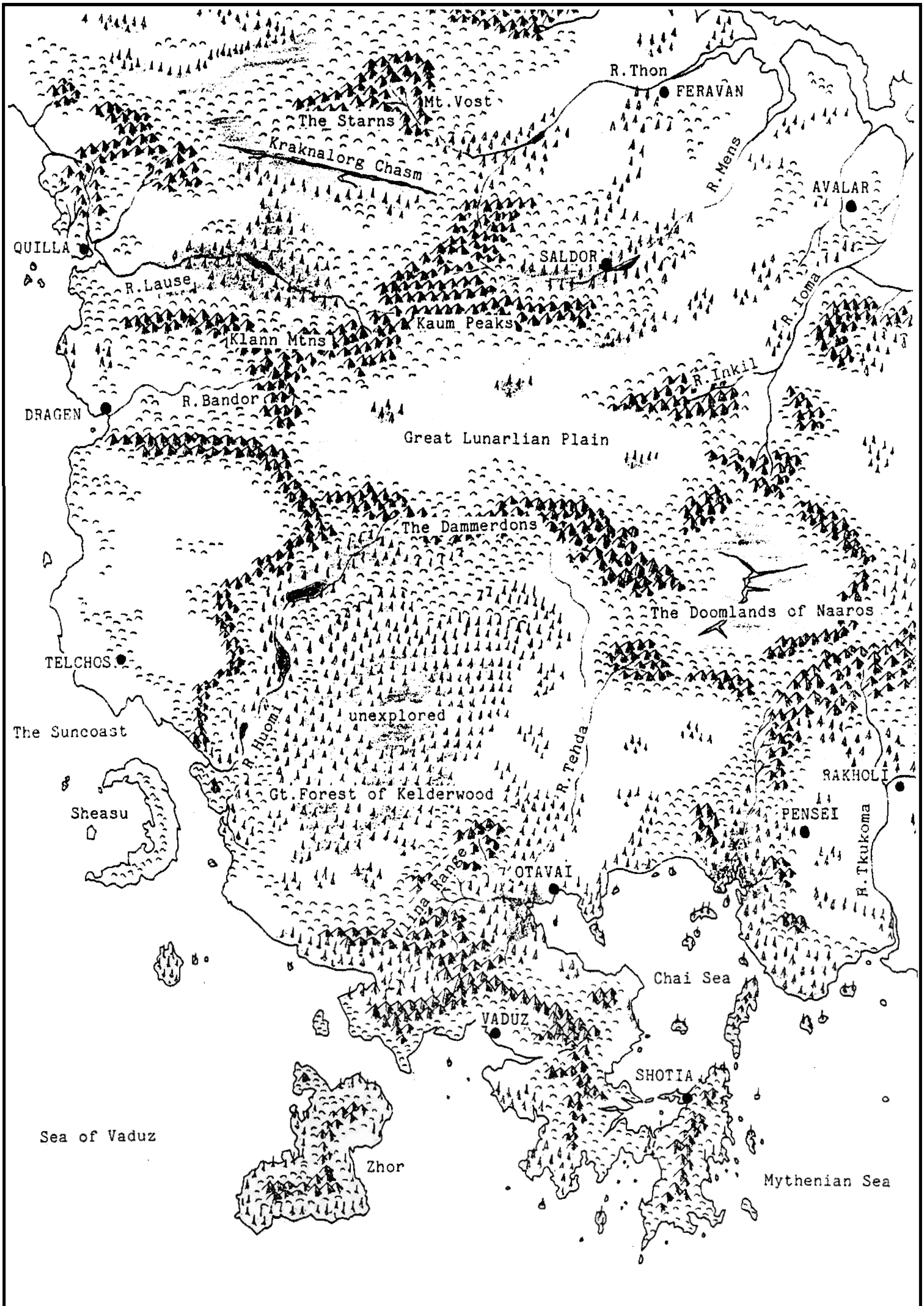
R.Thon
FERAVAN
Mt.Vost
The Starns
Kraknalorg Chasm
R.Mens
AVALAR
QUILLA
SALDOR
R.Lause
R.Ioma
Kaum Peaks
Klann Mtns
R.Inkil
R.Bandor
DRAGEN
Great Lunarlian Plain
The Dammerdons
The Doomlands of Naaros
TELCHOS
unexplored
The Suncoast
R.Huomi
R.Tehda
RAKHOLI
Gt.Forest of Kelderwood
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SHOTIA
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Zhor
Mythenian Sea

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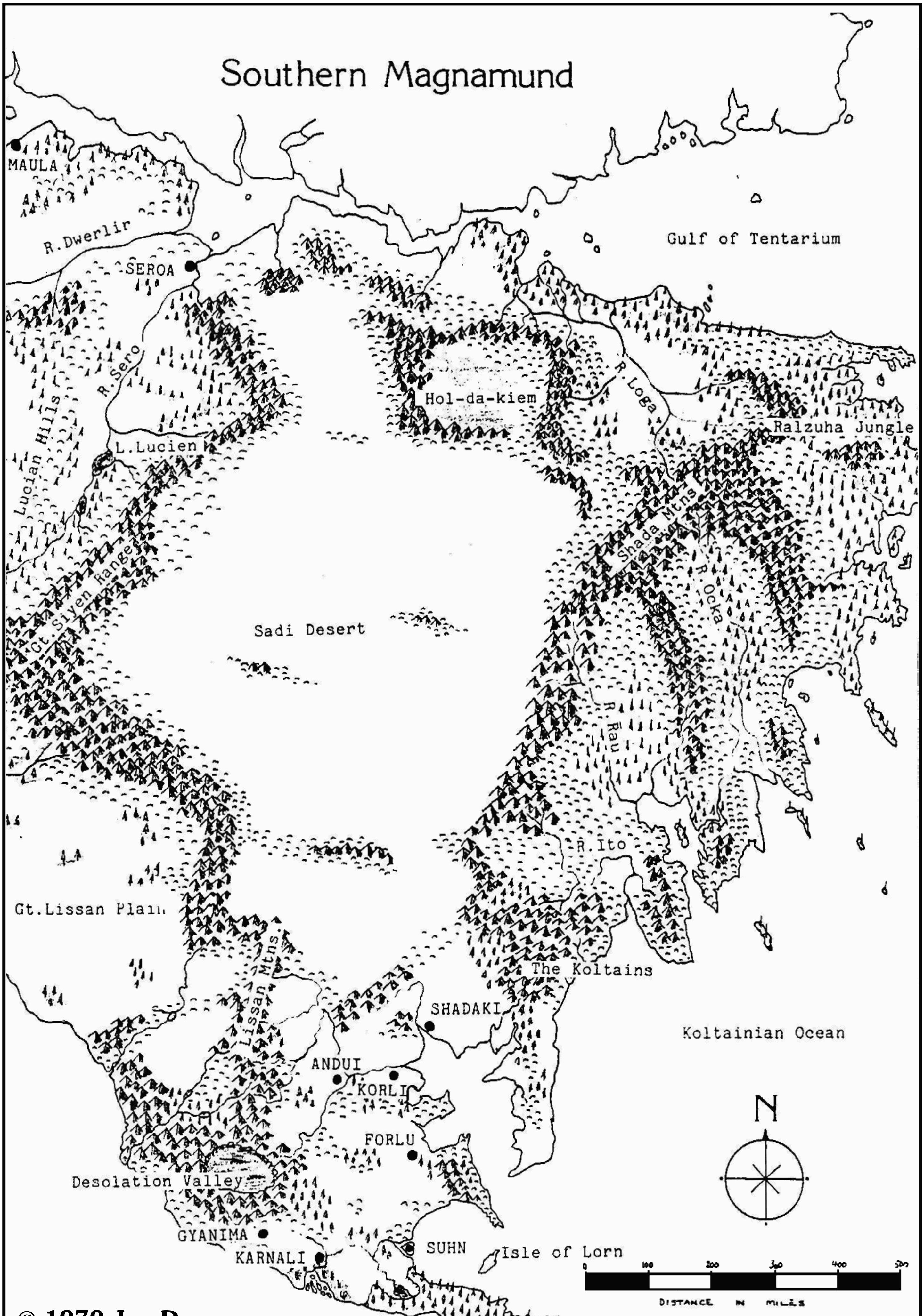
Southern Magnamund
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R. Dwerlir
SEROA
Gulf of Tentarium
R. Sero
Lucian Hills
L. Lucien
Hol-da-kiem
R. Loga
Ralzuha Jungle
Shada Mtns
R. Ocka
Gt. Siyen Ranges
Sadi Desert
R. Rau
R. Ito
Gt. Lissan Plain
Lissan Mtns.
The Koltains
SHADAKI
Koltainian Ocean
ANDUI
KORLI
FORLU
N
Desolation Valley
GYANIMA
SUHN
Isle of Lorn
KARNALI
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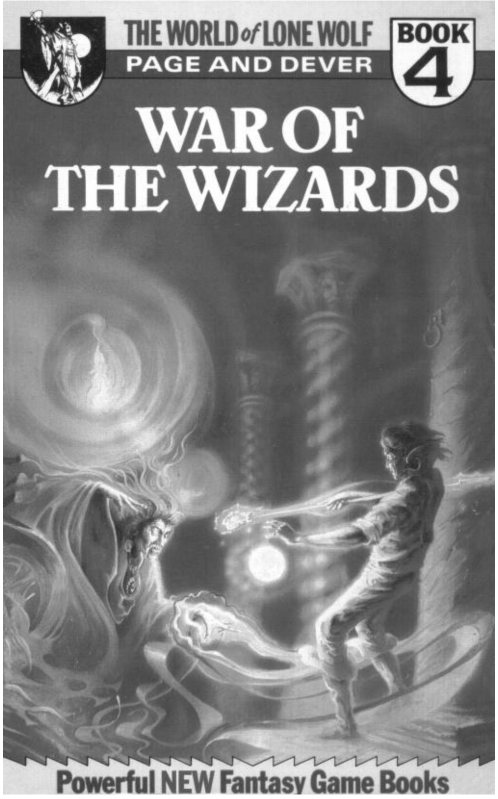
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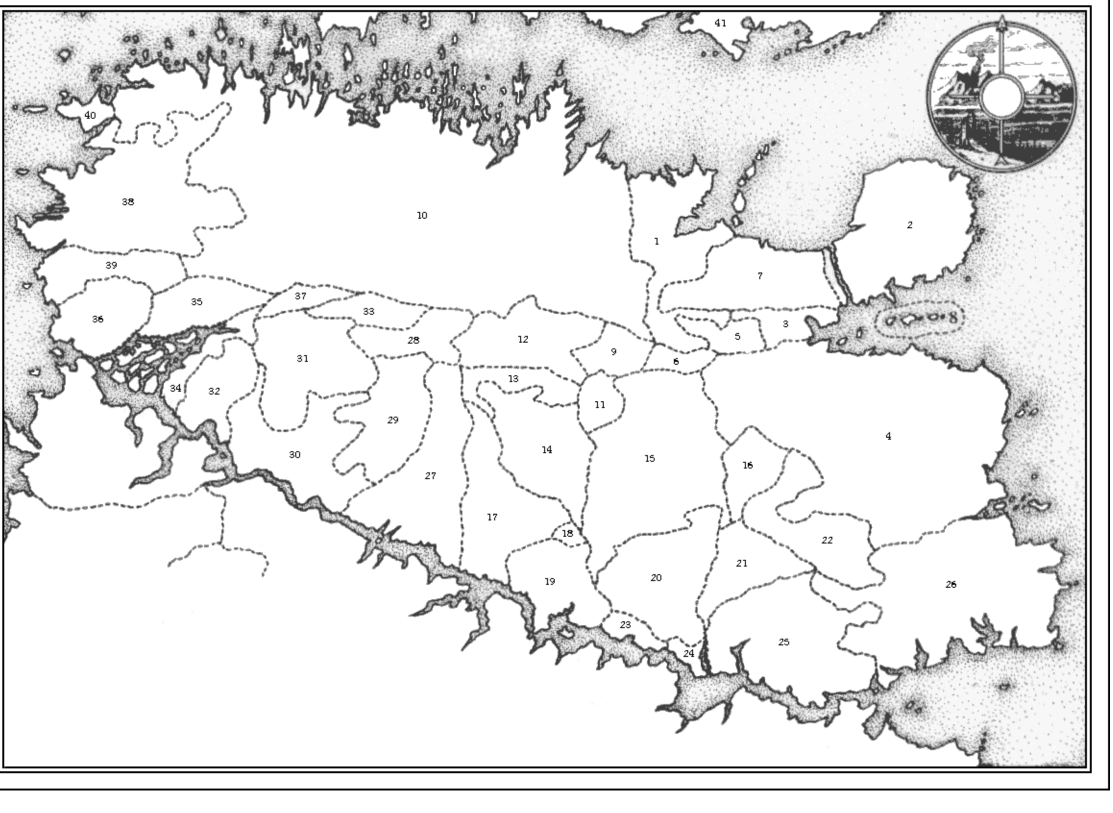
34.	THE HELLSWAMP
35.	NYVOZ
36.	NYRAS
37.	GHATAN
38.	TADATIZAGAZA (The Hardlands)
39.	ZALDIR
40.	IXIA
41.	KALTE



LONE WOLF CLUB PAINTING & DRAWING COMPETITION

The response to the second painting and drawing competition was excellent with over two hundred Kai Lords taking part. Yet again, the standard of artwork was very high, making the task of picking the winners quite difficult, but after careful consideration the following were chosen:

JUNIOR CLASS (Up to 10 years):

Mark Cunningham

INTERMEDIATE CLASS (11–14):

DEAN RANKINE

SENIOR CLASS (14 and above):

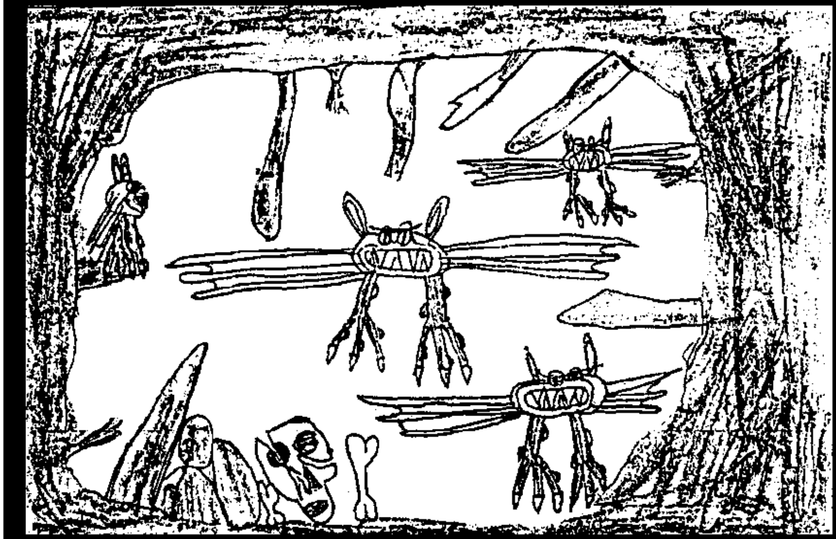
JASON COWLEY

Each of the winners receives a deluxe Schaeffer Calligraphy set and a signed winner's certificate.

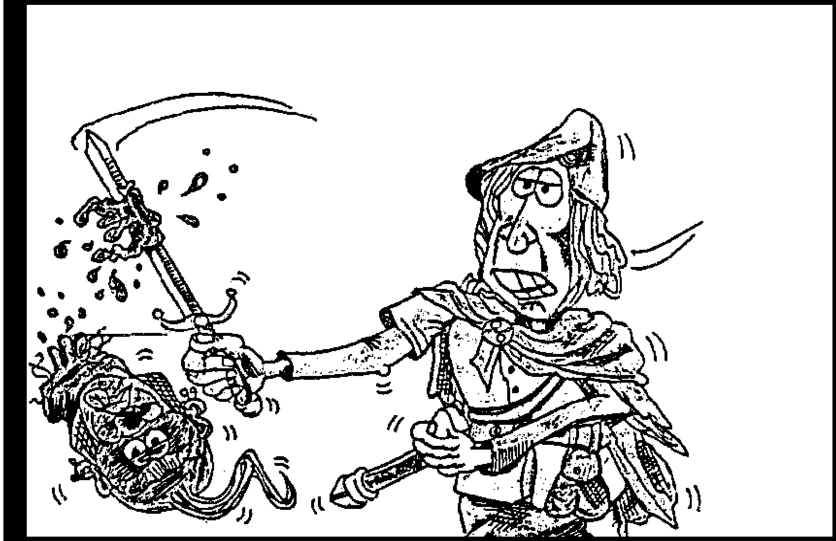
Because of the very high standard, we have chosen to list all those whose artwork deserves a special commendation in the…

LONE WOLF CLUB * ORDER OF MERIT

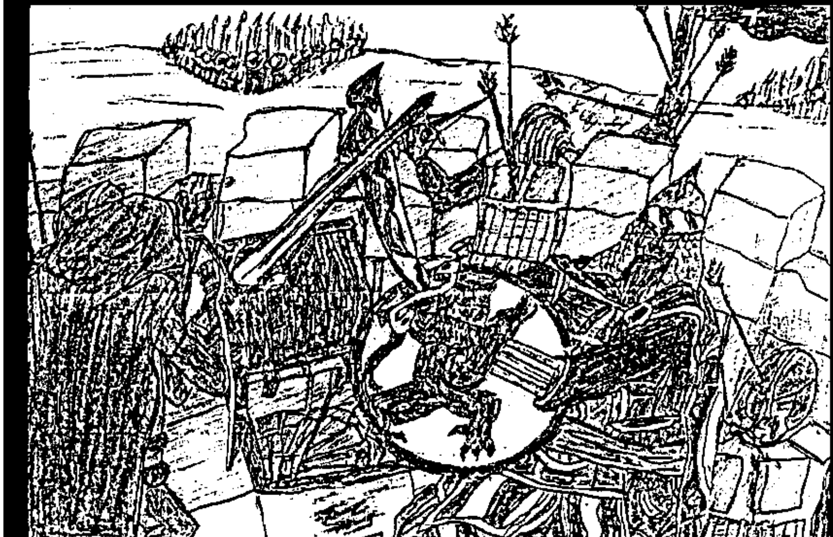
Robin Forder, Richard Pitman, David Kinghorn, Colin Fenwick, Nazrin Bin Abu Bakar, Daniel Waldock, Anthony Griffin, Paul Green, James Rockinson, Jason Tabbanor, Andrew Moss, Michael Grey, Emma Fisk, Craig Oxbrow, Bryn Owens, Steven Vest, Jon Fagg, William Miles, Steven Tongue, Paul Barton, Michael Meenan, David Barber, Innes Clatworthy, Alan McIntosh, Jonathan Chipchase, Steven Robertson, Jamie Hickman, Ian Coles, Adam Simmonds, Daniel Kitchener, Malcolm Fraser, Roddy Bailey, Luke St Claire-Smith, Fraser Kirk, Sean Richards, David Abrahams, Tim Dexter, Steven Yates, Michael Gibbens, Richard Wood, Sarah Gal, Juliette White, Gideon Sanitt, Yoau Sadan, Damion Bagalue, Fiona Cummings, Paul Dickinson, Jeremy Galton.



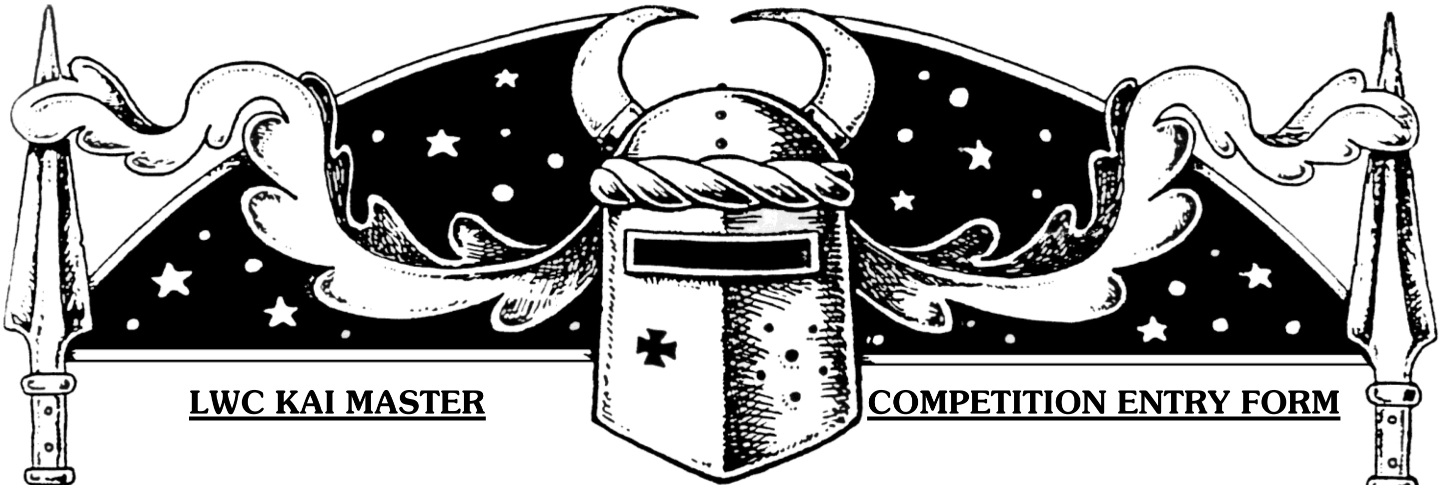
MARK CUNNINGHAM



DEAN RANKINE



JASON COWLEY



LWC KAI MASTER **COMPETITION ENTRY FORM**

KAI MASTER QUIZ

In this issue's competition you have the chance to prove your knowledge of' Magnamund by answering Fifteen Mega-tough Kai Master questions, which have bean based on information contained in the first seven Lone Wolf books. All you have to do is answer the questions correctly, in the spaces provided, fill in your name, address and Kai rank, and send the whole form to the club c/o the address shown below.

All entries must be submitted no later than 31st December 1986. Any received after this date will not be counted so be sure to post your entry off as soon as possible. The winner and runners-up will be notified by post no later than 14th January 1987.

THE PRIZE: The first correct entry, drawn at random from those received by the closing date, will win a Casio Quartz Chrono / Alarm watch with multi-functions including stopwatch and lap counter. The next three correct entries will win personally dedicated photographs, framed and signed by Joe Dever.

1. WHO ARE THE NATIVE SOLDIERS OF DESSI?......
2. IN WHICH CITY WOULD YOU FIND THE INN OF THE CROSSED SWORDS?......
3. WHO IS KING OF THE NOODNICS? ......
4. IN WHICH PART OF PORT BAX IS THE CONSULATE OP SOMMERLUND LOCATED? ......
   ......
5. WHAT IS THE ICE BARBARIAN WORD FOR 'TERROR'? ......
6. WHAT WAS THE SYMBOL OF DARKLORD ZAGARNA? ......
7. WHICH COUNTRY HAS A CAPITAL CITY WHOSE EMBLEM IS A TEN–POINTED STAR? ......
8. WHO IS COMMANDER OF KING ALIN IV's BODYGUARD? ......
9. WHAT IS THE 'SAADI-TAS-OUDA'?......
10. WHO WAS RULER OF RAGADORN IN THE YEAR MS 5045? ......
11. BY WHAT NAME IS THE DISEASE TAKADHA KNOWN IN SOMMERLUND? ......
12. WHAT IS THE EMBLEM OF THE CITY OF CASIORN? ......
13. WHAT BREED OF WAR-DOGS IS USED BY THE DRAKKARIM?......
14. BY WHAT NAME WAS BARRAKA KNOWN TO HIS MEN? ......
15. BY WHAT TITLE IS THE RULER OF IKAYA KNOWN?......

NAME ...... KAI RANK ......

ADDRESS ......

......

...... POSTCODE ......

Send your completed entry to: THE LONE WOLF CLUB (CT), Beaver Books,
Brookmount House, 62–65 Chandos Place, London, WC2N 4NW, England

NEWSLETTER No. 7

CASTLE DEATH WINS THE 1986

BEST SOLO GAMEBOOK OF THE YEAR AWARD

We'd like to say a big thank you to all the LONE WOLF CLUB MEMBERS who came to the Beaver Books' stand at the recent GAMES DAY '86 convention, and to everyone who voted for 'Castle Death' in the annual White Dwarf magazine games awards.

* * *

This is the second year running that Lone Wolf has won this coveted prize, and you can be sure that with your continued support we shall be working hard to make it a hat-trick in 1987!

Monastery Mailbag

A SELECTION OF LETTERS FROM LONE WOLF FANS

Please could you tell me more about the history of the Seal of Hammerdal, and explain why it is the one treasure that Durenor does not want returned?

(Andrew Seymour, Manchester)

The Seal of Hammerdal was the ring of office worn by King Alin I of Durenor at the time of Darklord Vashna's defeat at the Maakengorge. It was given as a mark of the eternal alliance between Sommerlund and Durenor. It is the one treasure that the Durenese would not want returned because its return would signify one of two things: either the end of the alliance between the two countries, or, as is the case in the book 'Fire on the Water', a major invasion of Sommerlund that warrants the return of the Sommerswerd in order to defeat the Darklord invaders.

****

How old is Lone Wolf during 'The Kingdoms of Terror'*?

(Richard Morgan, Oldham)

The following list shows the date and the age of Lone Wolf during each of the first eight Lone Wolf adventures:

BOOK	**DATE**	**LONE WOLF'S AGE**
1	MS 5050	15
2	MS 5050	15
3	MS 5051	16
4	MS 5054	19
5	MS 5055	20
6	MS 5058	23 *
7	MS 5059	24
8	MS 5060	25

****

In entry no. 318 in 'The Chasm of Doom', who was the man tied to the stake?

(Alan Cathcart, Dunbarton)

This unfortunate person was Karl Vanalund, the eldest son of Oren Vanalund—the Baron of Ruanon. He was murdered by Barraka's men when the castle (shown in the background) fell to his attack.

****

Is the 'Dagger of Vashna', taken from the Bandit Leader Barraka at the Maakengorge, usable as a weapon?

(Ben Robards, Kent)

Yes, if you possess this Special Item you may use it as an ordinary Dagger in combat. Kai Masters may find it interesting to note for future use that the Dagger of Vashna could prove to be a valuable piece of equipment to take with them on the quest for the Lorestone of Tahou in Lone Wolf book 9—'The Cauldron of Fear' . . . you have been warned!

****

IF YOU HAVE ANY HINTS, TIPS, QUESTIONS, OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

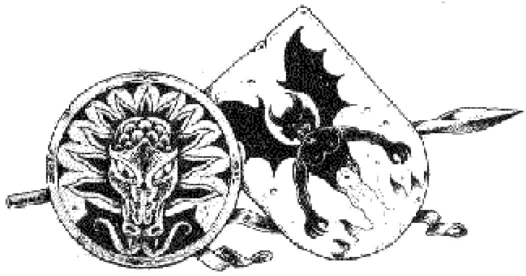
LONE WOLF CLUB
BEAVER BOOKS
BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW

Can you keep Backpack Items in safekeeping at the Kai Monastery?

(Colin Johnson, Nottingham)

Yes, if you wish to leave any surviving Backpack Items in safekeeping at the end of an adventure, you can do so. When beginning the next quest, you are given a selection of new equipment which you may then supplement with any of the items you previously held. Many readers have written to point out that they now have a huge selection of Special Items discovered during the course of their adventures, and that carrying all these goodies seems a little unrealistic. In response to this valid point, a new rule comes into effect in Lone Wolf 8, limiting the number of Special Items you can carry. The new limit is 12 Special Items; all others you may have must be left in safekeeping. A tip for all Kai Masters—don't take your full quota of 12 items with you when you begin an adventure; leave enough room for any you may find en route, otherwise you will have to sacrifice some in favour of others. The recommended number to start with is eight. Also, purely for the sake of accuracy, the term 'safekeeping at the Kai Monastery' in fact means leaving some items with the Elder Magi at Elzian, which features as Lone Wolf's base of operations during the Magnakai quest.

* * *



What is the answer to the problem in entry no. 100 in 'Castle Death'?

(David Bell, Scotland)

> 'My daughter has many sisters, as many sisters as she has brothers, but each of her brothers has twice as many sisters as brothers. So answer me this, wise warrior, how many sons and daughters do I have?'

The answer is 3 SONS and 4 DAUGHTERS= entry no. 34.

How many days are there between each Club Newsletter?

(Stuart Nazer, Welling)

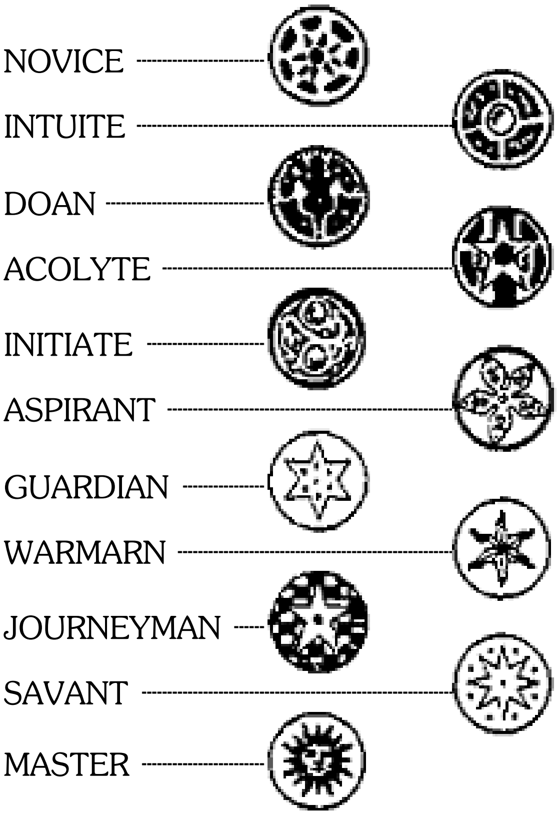
There are five Club Newsletters each year including the New Year's Special and the Summer Special. The newsletters are sent to members every ten weeks.

* * *

Somewhere along my adventures I was asked for my Badge of Rank. What does this item look like?

(Clifford Goh, Northold, Middx)

Badges of Rank were given to the Kai Lords during their training at the Kai Monastery. These badges took the form of cloak clasps worn at the right shoulder. The Badge of Rank given to Lone Wolf during 'The Chasm of Doom' was that of a 'Guard Captain of Rangers', a badge shaped like a horse's head embroidered in red thread and worn on the right sleeve. Below are the ten cloak badges awarded to Kai Lords whilst they study the basic Kai Disciplines.



News from the Monastery

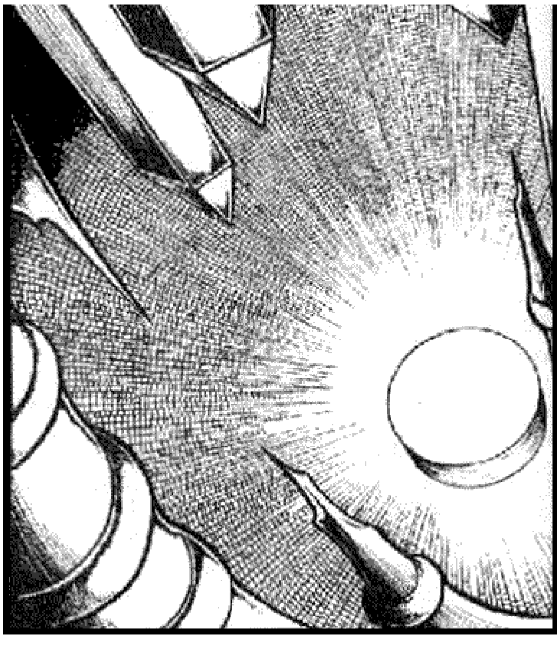
In response to many letters from Club Members requesting a preview of the next Lone Wolf adventure, we've decided to whet your appetites with the 'Story so far' section of

"**THE JUNGLE OF HORRORS**"

The Story So Far

You are the warrior, Lone Wolf, last of the Kai Masters of Sommerlund and sole survivor of the massacre that destroyed your kinsmen during a bitter war with your age-old enemies, the Darklords of Helgedad.

Many centuries have passed since Sun Eagle, the first of your kind, established the Order of the Kai. Aided by the magicians of Dessi, he completed a perilous quest to find seven crystals of power, known as the Lorestones of Nyxator. On discovering them he unlocked a wisdom and strength that lay within both the Lorestones and himself. He recorded the nature of his discoveries and experiences in a great tome entitled The Book of the Magnakai. You have discovered this lost Kai treasure and have given a solemn pledge to restore the Kai to their former glory, ensuring the security of your land in the years to come. However, your diligent study of this ancient book has enabled you to master only three of the ten Magnakai Disciplines. To fulfil your pledge you must complete the quest first undertaken by Sun Eagle over one thousand years ago and find the Lorestones of Nyxator. By doing so, you, too, will acquire the power and wisdom of the Magnakai, which is held within the Lorestones' crystal forms.



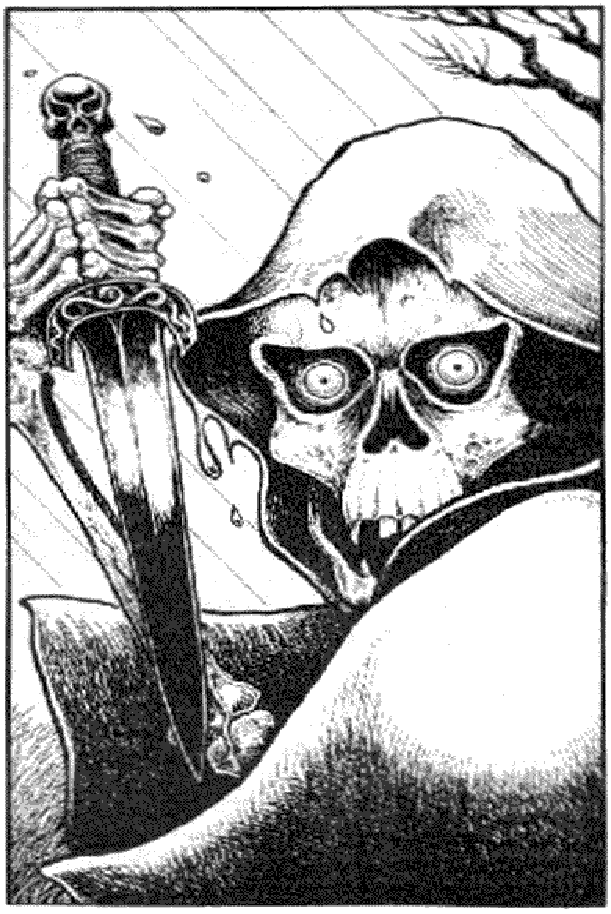
Already your quest has taken you far from your northern homeland. Following in the footsteps of the first Kai Grand Master, you journeyed to Dessi and sought the help of the Elder Magi, the magicians who aided Sun Eagle on his quest long ago. There you learned that one of the seven Lorestones was still present in their land, hidden deep within the island stronghold known as Kazan-Oud—Castle Death. In the years since Sun Eagle first came to Dessi, the fortress of Kazan-Oud had become the abode of a great but evil sorcerer called Zahda. The Elder Magi, realizing the danger of Zahda's increasing power, attempted to destroy Kazan-Oud, but they failed. In desperation they constructed a prison of energy around the fortress to prevent Zahda from ever escaping. Steadily, however, his power grew and the people of Dessi lived in fear of the day when he would break free and wreak his vengeance upon them. When you resolved to enter Kazan-Oud to retrieve the Lorestone, the Elder Magi rejoiced, for the success of your quest would bring about the destruction of Zahda and put an end to the bane that had haunted Dessi for hundreds of years.

You survived the perils of Castle Death and emerged triumphant, achieving that which the Elder Magi had believed to be impossible. During the victory celebrations held in your honour you learned that for centuries the Elder Magi had been expecting your coming. An ancient Dessi legend tells of the birth and rise to greatness of two *koura-tas-kai* ('sons of the sun').

One was named *Ikar*, which means 'eagle'; the other was called *Skarn*, which means 'wolf'. A prophecy foretold that the *koura-tas-kai* would come from the north to seek the council of the Elder Magi in order that they might fulfil a great quest. Although separated by several centuries, they would share one spirit, one purpose and one destiny—to triumph over the champions of darkness in an age of great peril.

At the Temple of Truth in Elzian, the magnificent capital city of Dessi, the Elder Magi prepared you for the next stage of the Magnakai quest. Lord Rimoah, the speaker of the High Council, tutored you in the ancient histories of Magnamund, and you received lessons in lore that you would have learned from the Kai Masters if only they had survived the attack by the murderous Darklords of Helgedad.

The Lorestone you must find now lies hidden in a temple in the centre of a jungle-swamp known as the Danarg. In ancient times this huge area, once the crater of a massive volcano, was controlled by a powerful lord of evil called Agarash the Damned. The Elder Magi defeated him in a war that lasted one thousand years and, in the wake of his destruction, they turned the Danarg crater into a rich and fertile paradise, the perfect setting for their most sacred place of worship—the Temple of Ohrido.



The Danarg flourished until a great plague befell the Elder Magi and decimated their race. They were forced to abandon the Danarg and seek refuge in Dessi. Slowly the Danarg was consumed by a creeping mire, which swallowed or poisoned all healthy forms of life. The crater became a sanctuary for a host of evil creatures who thrived in the fetid waters and fought for control of the treacherous shifting mud flats. Many came from the barren hills of Ogia, but many more awoke from lairs deep beneath the crater where they had lain dormant since the defeat of their master, Agarash the Damned, eight thousand years ago.

Now the time for study has passed and the time for swift action has arrived. Grim news from the west prompts the Elder Magi to cease their counselling and arrange for your immediate passage to the Danarg. In the Darklord city of Helgedad a civil war has raged for five years following your defeat of Haakon, Archlord of the Black City. Now, a new lord sits upon the throne of Helgedad—Darklord Gnaag of Mozgôar.

'The Darklords are united behind their new leader,' reports Lord Rimoah solemnly to his fellow elders of the High Council. 'And they are hungry for conquest and revenge. Their strength grows with each passing day. We dare delay no longer.'

Silently the members of the High Council rise from their seats and turn to face you. No sounds reach your ears, yet the words of their blessing fill your mind.

'May the gods Ishir and Kai protect you on your journey into darkness, *Kor-Skarn*.'

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: MARK HOLM
Age: 10
Address: England
Hobbies: Chemistry, computers (Electron), gamebooks. Wants a boy pen-pal who collects gamebooks and has an interest in computers (esp. Electron).

Name: MARC PERICHO
Age: 13
Address: Eire
Hobbies: Lone Wolf, Tolkien, RPGs, Dragon, White Dwarf, reading.
Would like a pen-pal (boy / girl) aged 13–15 with similar interests.

Name: GLENN WELLINGTON
Age: 13
Address: New Zealand
Hobbies: All sports, war & gamebooks.
Would like a pen-pal (boy / girl) with similar interests.

Name: RONNIE ROBERTSON
Age: 10
Address: Scotland
Hobbies: Coin collecting, animals, D&D, AD&D, drawing, writing.
Would like a pen-pal (boy / girl) aged 8–12.

Name: MARTIN TURLEY
Age: 16
Address: England
Hobbies: Gamebooks, drawing, insect spotting, heavy metal.
Would like a boy / girl pen-pal with an interest in heavy metal.

Name: BRYAN CHAMBERS
Age: 13
Address: England
Hobbies: Lone Wolf, D&D, all types of gamebooks, RPGs.
Would like a boy / girl pen-pal with similar interests.

Name: JOHN FARMER
Age: 14
Address: England
Hobbies: Lone Wolf, Grey Star, FF, fishing, swimming, computers.
Would like a boy pen-pal aged 13–15 with similar interests, willing to teach D&D.

Name: PAUL FRESHWATER
Age: 14
Address: England
Hobbies: Cinema, football, computing, Lone Wolf, pop music.
Would like a girl pen-pal with a good sense of humour. Photo with first letter please.

Name: BRUCE McALEER
Age: 13
Address: England
Hobbies: Programming on a Spectrum 48K, swimming, painting Lone Wolf figures.
Wants a boy pen-pal in nearby area if possible, about the same age and has most (if not all) of the Club Newsletters.

Name: PAUL JOHNSON
Age: 17
Address: England
Hobbies: Tolkien, Shannara Trilogy, D&D, Lone Wolf & Grey Star, writing, painting miniatures, Sherlock Holmes.
Would like a pen-pal (boy / girl) with similar interests and a good sense of humour.

Name: JOHNNY LAST
Age: 12
Address: England
Hobbies: Gamebooks, gamebooks, gamebooks, gamebooks, gamebooks & football!
Wants a boy pen-pal aged about 12 with similar interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

The Companion Postscript

The Vaderish/Aluvian Nations

THE PROTECTORATE OF CINCORIA

Established in the year MS 1199 as a religious refuge from the doctrines of the Grand Duchy of Kasland, Cincoria prospered and grew in strength under the leadership of the first Margrave. But with the coming of the Nael, Cincoria found herself drawn into a succession of bitter conflicts with the warlike Klarnorians. Much of her southern territory, including the gold-rich Klann Mountains, was lost to the enemy. Were it not for the unexpected aid of Kasland, Cincoria would undoubtedly have suffered total defeat during these wars.

THE KINGDOM OF DELDEN

Ever since the building of Luyen in MS 1862, the rulers of Delden have found themselves at war with neighbouring kingdoms, each of whom have at some time laid claim to rightful ownership of that city. The Knights of the Owl, an alliance of embittered nobles outlawed in their native lands, established Delden from land won in wars with Magador and Eldenora during the Age of the Black Moon. The knighthood disintegrated soon after the War of the Lorestone, and the crown of Delden was claimed by the House of Naumon, former rulers of Eldenora.

THE UNIFIED PRINCIPALITIES OF ELDENORA

The rich timber-valleys and silver mines of Eldenora attracted the settlement of Vaderish and Aluvian migrants from southern Magnamund. Jealously the first of these settlers guarded their land, forcing later migrants to continue northwards into Slovia and Salony. Distrust and envy, ugly but common traits among Eldenorians, led them into many wars with their neighbours and into civil strife amongst themselves. It remains an unstable country in the hands of ruthless and selfish princelings.

Introducing a new feature of the Lone Wolf Club Newsletter which contains information designed to supplement *The Magnamund Companion*.

THE PRINCIPALITY OF ERU

The climate and terrain of Eru is harsh and inhospitable; were it not for the abundance of natural resources, the Vaderish pioneers would have undoubtedly moved on to a more agreeable land. Mining settlements suffer repeated attacks from the creatures of the Hellswamp, and lightning raids by Drakkarim renegades of the Hammerlands. Prince Graygor and his small army are unable to defend their border from attacks that are destroying their land.

THE DUKEDOM OF HALIA

In the year MS 1306, Duke Saldor the Recanter rebelled against the League of the Sword and exiled himself to the forested hills of Halia. Many disgruntled knights followed him into exile and pledged themselves to his cause. A brief campaign was fought and lost by the League, after which the outlawed realm of Halia became a sanctuary for those seeking an escape from the austerity of Ilion.

THE LEAGUELANDS OF ILION

Ilion was once part of Lencia until the Vaderian Knights of the Sword were granted independence in MS 1294. The fertile grasslands that surround Feravan are well known for the wild white horses that live there. They are long-lived and intelligent creatures, much prized by the League for their ability to understand the languages of men. A strong alliance exists between Ilion and Talestria, and the Knights of the League form a regiment of cavalry in the army of Queen Evaine.

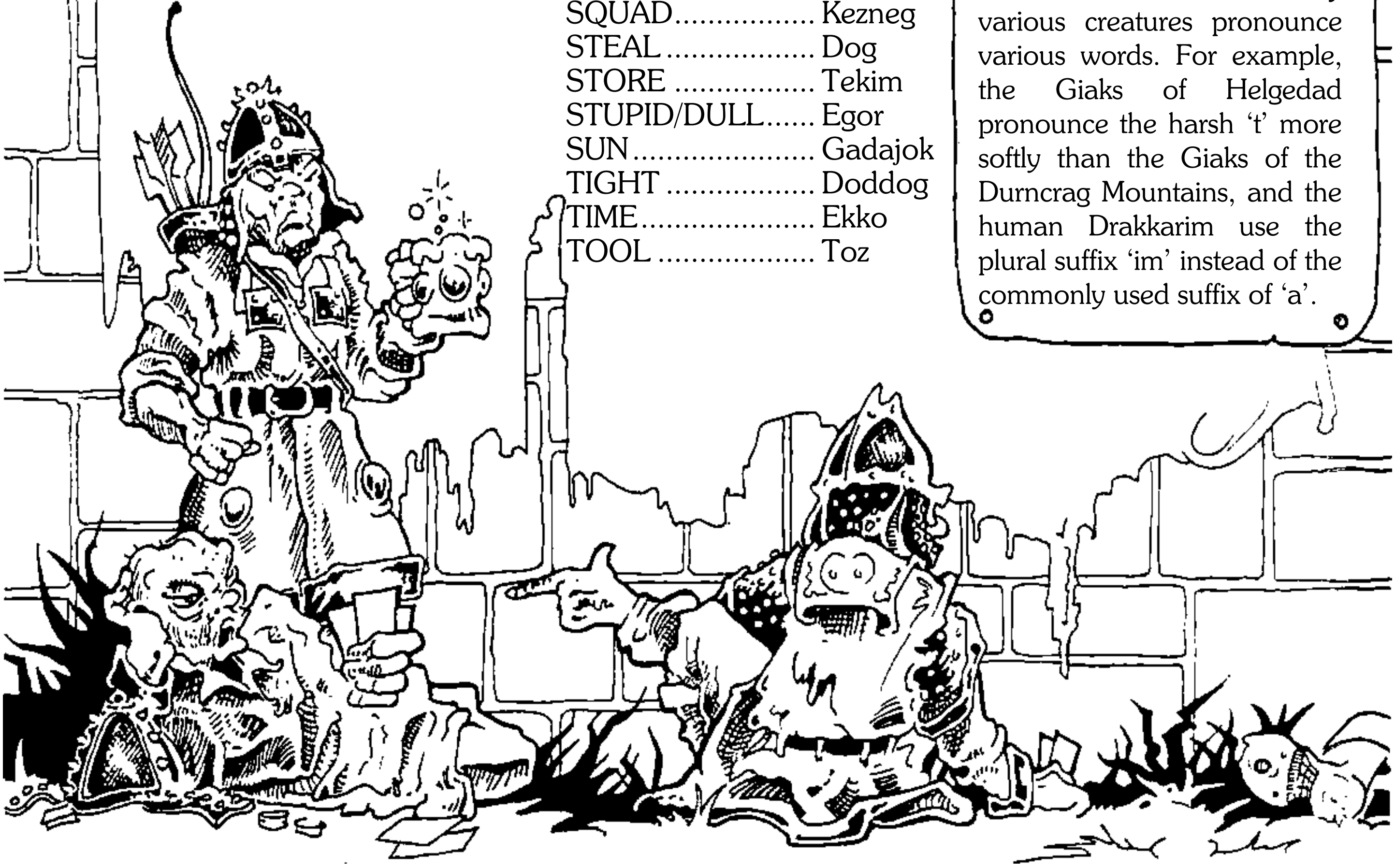
The Giak Word List 2

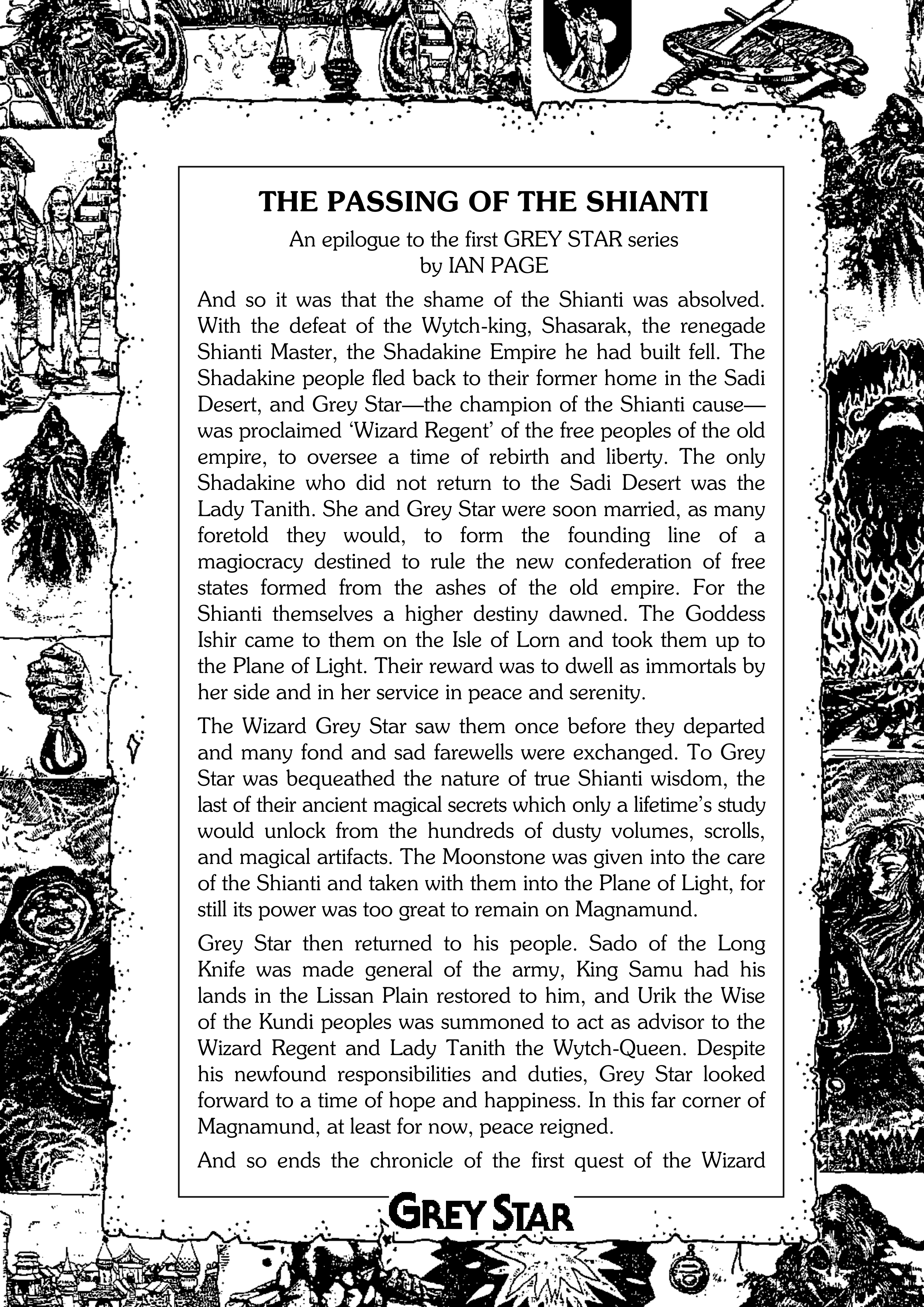
ADDITIONAL GIAK WORDS FOR USE WITH THE MAGNAMUND COMPANION LIST

ANGER/ANGRY	Ganiak
ARMOUR	Zaggan
ARROW	Dulag
AXE	Darg
BOAT/SHIP	Muzar
BOOK	Zad
BOW	Tuk
CHEAT	Noza
CLOAK	Nozosh
COMPANY	Nadarog
COURAGE	Rugga
COWARD	Odogon
DIG	Nar
DOOR/GATE	Etaar
END	Zoz
FEMALE	Zizi
FLANK	Nartag
FLY	Dikoz
GOING	Naka
GRASS	Zika
HELP	Niz
JACKET/COAT	Tugga
KEY	Ruz
MAGIC/SPELLS	Jigi
MARCH	Tak
MIX	Shushum
MOON	Dajdok
MOUNTAIN	Ritzag
OLD	Jet
PATH/TRACK	Adog
PROBLEM	Ketki
PUNISHMENT	Ekug
RING	Ditka
ROAD	Agna
SADDLE	Togtar
SERGEANT	Kordak
SHALLOW	Kaat
SHIELD	Danak
SIT	Dandon
SLEEP	Jat
SMOKE	Kokog
SPECIAL	Enoza
SPY	Dik
SQUAD	Kezneg
STEAL	Dog
STORE	Tekim
STUPID/DULL	Egor
SUN	Gadajok
TIGHT	Doddog
TIME	Ekko
TOOL	Toz
TREE	Koson
VEGETABLE/ HERB	Zug
WARN	Rigi
WASTE	Tezna
WAY	Tuztor
WIND	Duga
WINDOW/ PORTAL	Zogak
WINE	Jogg

INDIRECT TRANSLATION

Giak is sprinkled with indirect translations, otherwise known as dialects. The use of the language is widespread, and differences arise in the way various creatures pronounce various words. For example, the Giaks of Helgedad pronounce the harsh 't' more softly than the Giaks of the Durncrag Mountains, and the human Drakkarim use the plural suffix 'im' instead of the commonly used suffix of 'a'.





THE PASSING OF THE SHIANTI

An epilogue to the first GREY STAR series
by IAN PAGE

And so it was that the shame of the Shianti was absolved. With the defeat of the Wytch-king, Shasarak, the renegade Shianti Master, the Shadakine Empire he had built fell. The Shadakine people fled back to their former home in the Sadi Desert, and Grey Star—the champion of the Shianti cause—was proclaimed 'Wizard Regent' of the free peoples of the old empire, to oversee a time of rebirth and liberty. The only Shadakine who did not return to the Sadi Desert was the Lady Tanith. She and Grey Star were soon married, as many foretold they would, to form the founding line of a magiocracy destined to rule the new confederation of free states formed from the ashes of the old empire. For the Shianti themselves a higher destiny dawned. The Goddess Ishir came to them on the Isle of Lorn and took them up to the Plane of Light. Their reward was to dwell as immortals by her side and in her service in peace and serenity.

The Wizard Grey Star saw them once before they departed and many fond and sad farewells were exchanged. To Grey Star was bequeathed the nature of true Shianti wisdom, the last of their ancient magical secrets which only a lifetime's study would unlock from the hundreds of dusty volumes, scrolls, and magical artifacts. The Moonstone was given into the care of the Shianti and taken with them into the Plane of Light, for still its power was too great to remain on Magnamund.

Grey Star then returned to his people. Sado of the Long Knife was made general of the army, King Samu had his lands in the Lissan Plain restored to him, and Urik the Wise of the Kundi peoples was summoned to act as advisor to the Wizard Regent and Lady Tanith the Wytch-Queen. Despite his newfound responsibilities and duties, Grey Star looked forward to a time of hope and happiness. In this far corner of Magnamund, at least for now, peace reigned.

And so ends the chronicle of the first quest of the Wizard

LONE WOLF

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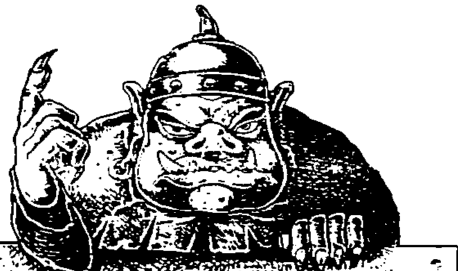

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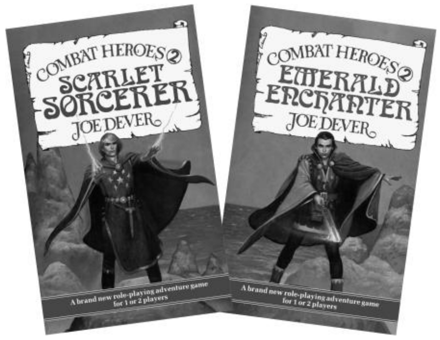
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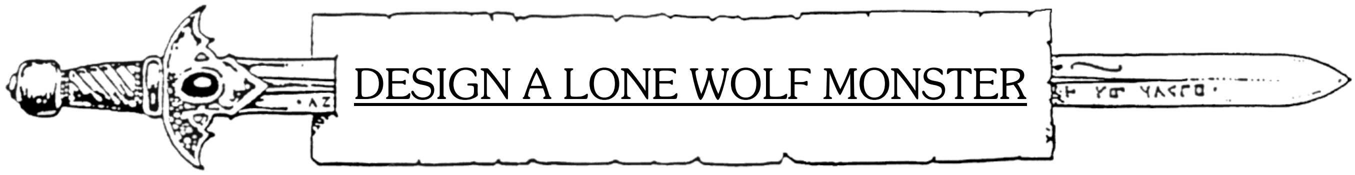
SUMMER SPECIAL RESULT COMPETITION

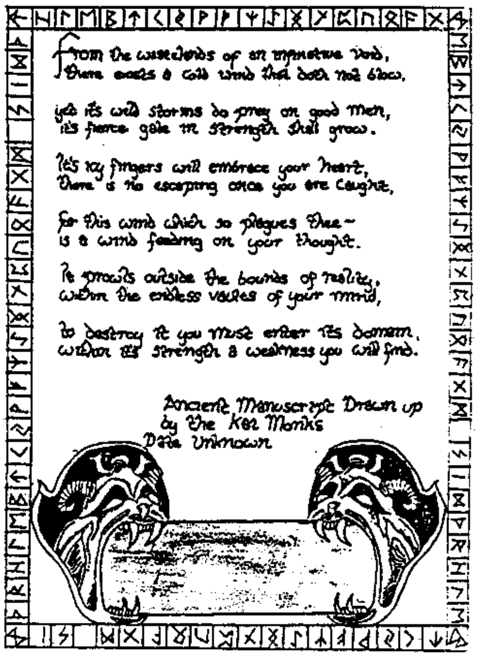


DESIGN A LONE WOLF MONSTER

The response to the Summer Special 'Design a Lone Wolf Monster' competition was amazing. Hundreds of entries were sent in and the majority were of a very high standard indeed. It took several days to arrive at a short-list of the eight best competitors, and out of these eight finally emerged—

THE WINNER

ADRIAN ONN (Age 17) of St. Albans, Herts.



From the wastelands of an infinitive Void,
There exists a cold wind that doth not blow,

yet its wild storms do prey on good men,
its fierce gale in strength shall grow.

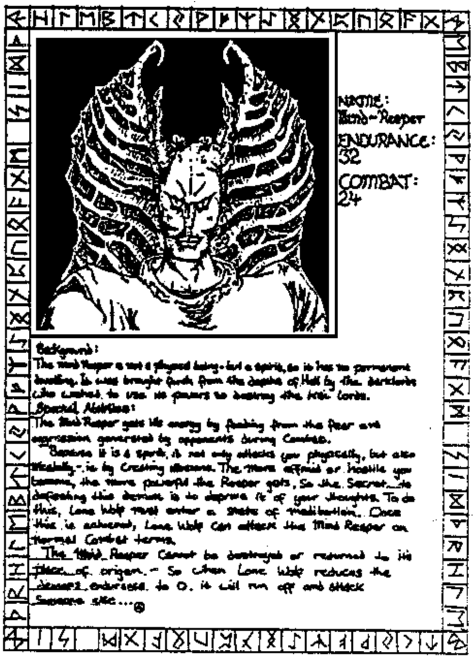
Its icy fingers will embrace your heart,
there is no escaping once you are caught,

for this wind which so plagues thee –
is a wind feeding on your thought.

It prowls outside the bounds of reality,
within the endless vaults of your mind,

to destroy it you must enter its domain,
within its strength a weakness you will find.

Ancient Manuscript Drawn up
by the Kai Monks
Date Unknown



NAME:
Mind-Reaper
ENDURANCE:
32
COMBAT:
24

Congratulations to Adrian whose MIND-REAPER will be appearing in a forthcoming Lone Wolf adventure (probably Lone Wolf Book 10), together with an acknowledgement of his contribution which will be printed in every edition of the book—worldwide! Also, in recognition of the high standard of entries received, a special commendation is made to the following Kai Lords—

THE SHORT-LIST

SPYX – Carl Rylett
PLEXIS – Luke St. Claire-Smith
MAZ-RIL – Marios Panayiotou
GENON ZENADRANDRA – Clifford Goh
COBRAXOS – Malcolm Fraser
CHLOROCTOPLASM – Ian Utley
DOSNARKI – Christopher Illson

THE ORDER OF MERIT

Alexander Fennell, Mark Stevenson, Alan Caldridge, John Bright, John Matthews, Roger Ladlaw, Oliver Straiton, Pete Low, James Mackie, Damien Mills, Nicholas Tunny, Nicholas Raphael, Bill Pope, Matthew Dalby, Nathan Worrell, Rachel Collins, Alistair Young, Nabil Hussain, Edward Bush, Lance Saunders, Michael Gray, Gary Peck, Derek Jenkins, Jason Cowley, Christian Heynes, Robert Ryan, Antony Ferraro, Neil Fazakerley, Stephen Utley, Richard Wood, Kristian Morgans, Michael Meenan, Mark Wright, Ryan Kelly, Adam 'Nazgork' Peaker, Richard Pitman, Adrian Cochrane, Carl Marston, Richard Legge, Ian Cherry, John Gardiner, Andrew Stewart.

The Magnamund Companion

COMPETITION ENTRY FORM

MEGA-QUIZ

Following the publication of 'The Magnamund Companion', and last issue's KAI MASTER QUIZ, this issue we're challenging you to answer another fifteen mega-tough questions, but this time they are based on information contained in 'THE MAGNAMUND COMPANION'. All you have to do is answer the questions correctly, in the spaces provided, fill in your name, address and Kai rank, and send the entire form to the club, c/o the address shown below.

All entries must be submitted no later than 13th March 1987. Any received after this date will not be counted so be sure to get your entry in as soon as possible. The winner and runners-up will be notified by post no later than 1st April 1987.
THE PRIZE: The first correct entry, drawn at random from those received by the closing date, will win a SHARP EL–344 SOLAR POWERED CALCULATOR with an 8-digit display, 44 conversion functions and a wallet. The next three correct entries will win personally dedicated photos framed and signed by Joe Dever.

1. WHAT IS THE SHOG'AASH OF LAKE GHARGON? ....
2. IN THE KAI MONASTERY, WHAT ROOM IS DIRECTLY BELOW THE LORE-HALL OF FIRE?
   ....
3. FOR WHAT PURPOSE DID ZAGARNA BUILD FORTS IN THE DURNCRAG RANGE? ....
   ....
4. HOW MANY SOLDIERS ARE THERE IN A 'CHARGE'? ....
5. WHAT IS THE NAME OF DARON'S SISTER? ....
6. IN WHAT YEAR WAS HOLMGARD BUILT? ....
7. ON WHICH RIVER IS THE CITY OF SALDOR SITUATED? ....
8. WHO IS THE FAMOUS BROTHER OF THE BARON OF TYSO? ....
9. HOW MANY COTTAGES ARE THERE IN STONEFURROW? ....
10. WHAT DOES *'ODNENGA AK'* MEAN? ....
11. WHAT DO XAGHASH EAT? ....
12. WHICH COUNTRY BORDERS ILION, KAUM, AND LUNARLIA? ....
13. NAME THE TWO GULFS AT EITHER END OF THE TENTARIAS ....
    ....
14. WHAT CITY LIES 320 MILES DUE EAST OF FIRINA? ....
15. WHICH COUNTRY WAS ONCE KNOWN AS NORTHERN LENCIA? ....

NAME .... KAI RANK ....
ADDRESS ....
....
.... POSTCODE ....

Send your completed entry to: THE LONE WOLF CLUB (CT), Beaver Books,
Brookmount House, 62–65 Chandos Place, London, WC2N 4NW, England

LONE WOLF CLUB

1987
NEW YEAR'S SPECIAL

LONE WOLF FANS HAVE LOTS TO LOOK FORWARD TO IN THE COMING YEAR WITH NO LESS THAN FOUR LONE WOLF SOLO ADVENTURES DUE FOR PUBLICATION IN THE FOLLOWING MONTHS:

BOOK 8 – January; BOOK 9 – April;
BOOK 10 – August; BOOK 11 – November

IN ADDITION THERE WILL ALSO BE A LONE WOLF PICTURE / PAINTING BOOK WHICH IS SCHEDULED FOR RELEASE IN JUNE. ADD TO THESE RELEASES YOUR FIVE CLUB NEWSLETTERS AND 1987 LOOKS SET TO BE AN ACTION-PACKED YEAR FOR KAI MASTERS EVERYWHERE.

HAPPY ADVENTURING!

Monastery Mailbag

A SELECTION OF LETTERS FROM LONE WOLF FANS

The Magnamund Companion tells us of the Nadziranim—the Black Sorcerers of Helgedad. Have they got the same kinds of powers as the magicians of Toran, or do they have a totally different type of magic?

(Gavin Orpin, Isle of Sheppey)

The Nadziranim are magical creatures who, along with the Xaghash, form the higher court of followers that surround each of the Darklords of Helgedad. They derive their power from the Plane of Darkness, the dimension of existence that is the stronghold of Naar—the King of the Darkness. Their magic is far more destructive that that of the Brotherhood of the Crystal Star, but the Nadziranim are not without considerable weaknesses. In mortal form they cannot exist in the temperate climates beyond the borders of the Darklands; therefore, they are usually only found in places like Helgedad. They exist to serve their particular Darklord master by creating weapons and magic that he can use to further his ambitions. For example, the Nadziranim that served Darklord Haakon fashioned for him a special helm and body armour which enabled him to survive his visit to Vassagonia in 'Shadow on the Sand'. They also created the weapon called 'The Orb of Death', with which Haakon bargained with the Zakhan in order to capture Lone Wolf. By the way, both Zakhan Kimah and 'The Orb of Death' will feature in 'The Cauldron of Fear'—Lone Wolf Book 9!

****

Is there a ranking system for Shianti Wizards, like there is for Kai Lords and Masters?

(Claire Breckenridge, Miami USA)

No, unlike the ranking system that marks the rise of Kai Lords, the Shianti do not have set levels of advancement.

****

Where did the Sommlending come from? Were they made in Magnamund by the God Kai, or did they arrive from another planet of Aon?

(Lewis Brent, Cardiff)

To the east and west of the two great continents of Northern and Southern Magnamund are huge expanses of sea. In the northern hemisphere this sea is called 'The Northern Void'; in the southern hemisphere it is called 'The Southern Void'. There are thousands of uncharted islands, which collectively are called the 'Kayunis'—a Vassagonian word which means 'the stones of the void'. The Sommlending people were originally from an archipelago in The Northern Void. The God Kai compelled them to leave their islands and voyage to The Lastlands, and it was during this great voyage that he imbued many of the warriors with special powers. These warriors were destined to become the Kai Lords of Sommerlund.

****

There were originally 20 Darklords, but only 16 are alive at the time of Lone Wolf Books 1 & 2 (2 die, in Books 2 and 5). This means that 4 died before the Kai massacre. Can you tell me the names of all the Darklords and of how the 4 died?

(Paul Fox, Dublin)

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

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The twenty Darklords created by Naar are as follows:

VASHNA	Lord of Helgedad
ZAGARNA*	Lord of Kaag
HAAKON*	Lord of Aarnak
DAKUSHNA	Lord of Kagorst
KRAAGENSKÛL	Lord of Helgedad
CHLANZOR	Lord of Gazad Helkona
MENASHGA	Lord of Nadgazad
TOMOGH	Lord of Gournen
UNC*	Lord of Aarnak
SLÛTAR	Lord of Kaag
GNAAG	Lord of Mozgôar
SHEBNAR	Lord of Helgedad
TAKTAAL	Lord of Helgedad
ZHANSHAL	Lord of Aarnak
GHANESH	Lord of Helgedad
NHORG	Lord of Gourizaga
MRUGOR	Lord of Helgedad
XOG	Lord of Helgedad
GHURCH*	Lord of Ghargon
KHATELLU	Lord of Helgedad

Archlord Vashna was killed by King Ulnar I at the Great Battle of Maakengorge. He was the most powerful of all the Darklords and, technically, he is not completely dead; his spirit lives on, imprisoned in the chasm of doom, and it can be released if the correct ritual is performed. Four Darklords have been completely destroyed, and they are those marked with a (*) in the list above. Darklords Zagarna and Haakon were destroyed by Lone Wolf. Darklords Unc and Ghurch were destroyed during the civil war that followed Haakon's death. They were both killed by Darklord Gnaag, Lord of Mozgôar, the eventual winner in the struggle for Archlordship of the Darklands.

****

Where do the Akataz come from, and do the Drakkarim train them?

(Nathan Worrell, Grimsby)

The Akataz are ferocious wild dogs that inhabit the forests of Zaldir and Nyvoz. The Drakkarim do train them for use as hunting dogs and to guard their camps. They love horsemeat and will always attack horses in preference to other creature; therefore, in battle, they are often used in great packs to counter enemy cavalry.

On reaching the rank of Primate, and having mastered Weaponmastery, would this enable you to be skilled in four weapons and increase the points added to your COMBAT SKILL to +4 when entering combat with a weapon you have mastered?

(E. Kennard, Devon)

For every adventure you complete in the Magnakai series, assuming you have the Discipline of Weaponmastery, you gain proficiency in the use of one new weapon. The bonus to your COMBAT SKILL rating for use of this weapon in combat always remains at +3.

****

In Lone Wolf book 7, what did Lord Ardan mean by the words 'Our fate is bound together'?

(Jamie Hickman, Cumbria)

The survival of the Elder Magi and the Sommlending depends on Lone Wolf successfully completing the Magnakai Quest. Ever since the Great Plague, the Elder Magi have suffered a decline of their powers. They no longer have the strength or magical skill necessary to defeat the Darklords on their own. But they do have the knowledge of the Lorestones of Nyxator that Lone Wolf needs in order to complete the Magnakai Quest.

Therefore, by helping Lone Wolf find the missing Lorestones they are in fact helping their own race to survive against the threat of the Darklords. Also, like the Kai Lords, the Elder Magi were created by the God Kai. Hence Lord Ardan's words at the end of Book 7—'For we are of the same blood, you and I.'

****

Are you allowed to drop a Weapon, or must you wait until the end of the book?

(David Davis, Belfast)

You can drop (i.e. discard) a weapon at any time during your adventure; you need not wait until the end of the book. If you find a Weapon during an adventure (it will be marked in the text with a capital letter like a Backpack Item) you may pick it up and use it. You may only carry two Weapons at any time.

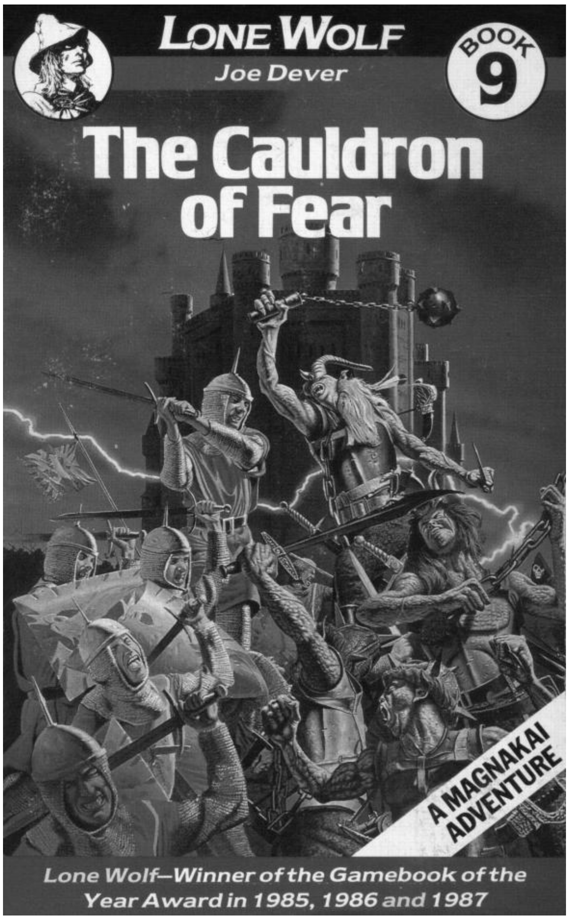
News from the Monastery

In this issue we preview the next Lone Wolf adventure by printing the 'Story so far' section of:

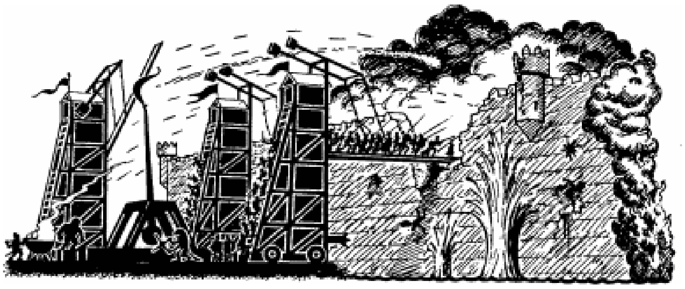
'**THE CAULDRON OF FEAR**'

You are the warrior, Lone Wolf, last of the Kai Masters of Sommerlund and sole survivor of the massacre that destroyed your kinsmen during a bitter war with your age-old enemies—the Darklords of Helgedad.

Many centuries have passed since Sun Eagle, the first of your kind, established the Order of the Kai. Aided by the magicians of Dessi, he completed a perilous quest to find seven crystals of power, known as the Lorestones of Nyxator, and upon their discovery he unlocked a wisdom and strength that lay within both the Lorestones and himself. He recorded the nature of his discoveries and his experiences in a great tome entitled The Book of the Magnakai. You have discovered this lost Kai treasure and have given a solemn pledge to restore the Kai to their former glory, thereby ensuring the security of your land in the years to come. However, your diligent study of this ancient book has enabled you to master only three of the ten Magnakai Disciplines. To fulfil your pledge, you must complete the quest first undertaken by Sun Eagle over one thousand years ago. By doing so successfully, you, too, will acquire the power and wisdom of the Magnakai, which is held within the Lorestones' crystal forms.


LONE WOLF
Joe Dever
BOOK 9
The Cauldron of Fear
A MAGNAKAI ADVENTURE
Lone Wolf—Winner of the Gamebook of the Year Award in 1985, 1986 and 1987

Already your quest has taken you far from your northern homeland. Following in the footsteps of the first Kai Grand Master, you journeyed to Dessi and sought the help of the Elder Magi, the magicians that aided Sun Eagle on his quest long ago. There you learned that one of the seven Lorestones was still present in their land, hidden deep inside an island stronghold known as Kazan-Oud, or Castle Death. You survived the perils of Castle Death and emerged triumphant, having achieved what the Elder Magi had believed to be impossible. During the victory celebrations held in your honour, you learned that for centuries the Elder Magi had been expecting your coming. An ancient Dessi legend tells of the birth and rise to greatness of two koura-tas-kai, which means 'sons of the sun'. One was named Ikar, which means 'eagle', and the other was named Skarn, which means 'wolf'. A prophecy foretold that the koura-tas-kai would each come from the north to seek the council of the Elder Magi in order that they might fulfil a great quest. Although separated by several centuries, they would share one spirit, one purpose and one destiny—to triumph over the champions of darkness in an age of great peril. Your victory at Kazan-Oud proved that you were Skarn—the wolf of Dessi legend—and in keeping with their ancient vows the Elder Magi promised to help you complete the Magnakai quest.



In Elzian, the capital of Dessi, you were tutored in the histories of Magnamund and received lessons in lore that you would have learned from Kai Masters if only they, like you, had survived the murderous Darklord attack on the Kai monastery eleven years ago. You were eager to learn all that your tutor, Lord Rimoah, could teach you in preparation for the next stage of your quest, but grim news from the Darklands cut short your tuition. In the Darklord city of Helgedad a civil war had erupted, following your defeat of Haakon, Archlord of the Black City. After five years, the battle for the throne of Helgedad had finally been won by a Darklord called Gnaag. The other Darklords, now united behind this new leader, were ordered to amass huge armies in preparation for the conquest of Magnamund. So swiftly did their Giak legions grow in numbers that the Elder Magi ceased their counselling and arranged for you to begin at once the search for the third Lorestone. Guided by Lord Paido, a warrior-magician of Dessi, you set off on a perilous journey across the Freelands of Talestria on your way to the jungle-swamps of the Danarg. There, in an ancient temple that was once the Elder Magi's most sacred place of worship, you succeeded in discovering the object of your quest. However, during your escape from the Danarg, your guide, Lord Paido, was captured by Darklord agents, and upon your return to Elzian you learned the fearful news that the Darklords were now waging open war throughout Magnamund. Several lands, after brief but futile resistance, had been overrun completely by Darklord armies, others had surrendered without fighting in the face of their determined might, and sadly there were others who chose to betray former friends and allies by joining the Darklord cause, in the misguided hope that they would share in the spoils of victory, following the triumph of Darklord Gnaag. One such land was Vassagonia, a powerful desert realm to the north of Dessi. Already her armies had invaded the neighbouring territories of Casiorn and Cloeasia, and were preparing to march through the Republic of Anari in order to join Gnaag's horde now advancing across the plain of Slovia. The thought of such an eventuality filled the Elder Magi with dread, for the Lorestone you must find next lies deep below the streets of Tahou, the capital of Anari, in an ancient city built during the dawn of Magnamund. If Tahou were to fall before your arrival the chances of your completing your quest successfully would be slim indeed, even for a warrior of your renowned skill and daring.

Whilst preparations were being made for your journey you learned that the Darklords had attacked and captured Ruanon, the southernmost province of your homeland of Sommerlund. The news of this calamity shook your resolve and filled you with the desire to forego the journey to Tahou and return home without delay. The Elder Magi implored you not to abandon your quest and you faced a difficult and crucial decision. Which should you honour: your vow to complete the Magnakai quest or your oath of loyalty to your King, an oath which pledged your service in the defence of the sun-realm? Fortunately, the surprise arrival of an old friend was to decide the matter for you. Magemaster Banedon, envoy of the Brotherhood of the Crystal Star—the magician's guild of Sommerlund—landed unexpectedly at Elzian aboard his flying ship Skyrider. He and his dwarven crew were warmly greeted, for Banedon, a frequent and favoured visitor to Dessi, was highly respected by the Elder Magi for his mastery of new magic. Six years had passed since last you met and there was much you wished to discuss and reminisce about, but there was an urgent matter of duty to perform first. Banedon had been sent by King Ulnar of Sommerlund to deliver into your hand a royal missive concerning your quest. The scroll, written and sealed by the King himself, ordered you to pursue the Magnakai quest above all other duties. It ended with the words: 'Sommerlund has suffered a grievous defeat at Ruanon, but the will of the people is undaunted and the strength of our army undiminished. Boldly we will resist our enemies so long as there is hope of the rebirth of the Kai.'

* * *

Banedon informed you that the King had ordered that he and his skyship be placed under your command. He also delivered the news that the King had bestowed upon you the rank of Warmarshall of the Royal Estates. Proudly you accepted from Banedon two platinum badges, each crafted in the shape of a blazing sun, and affixed them to the collar of your Kai tunic. They signified that you were now a general of the Sommlending army, the youngest general there had ever been. The honour bestowed upon you lifted your spirits, and the news that Banedon would be joining your quest helped greatly to allay your fear of the dangers that lay ahead. For two years Banedon had lived in Tahou as Journeymaster to his guild; his knowledge of the city and of the Tahou Cauldron, the entrance to the ancient metropolis, which lies buried deep beneath the city streets, would be especially useful. On the eve of your journey to Tahou, the Elder Magi convened a meeting of the High Council. A golden torch was lit and placed in the centre of their great cylindrical council chamber as a symbol of their hopes and prayers for your success.

* * *

'This torch shall burn so long as you, Lone Wolf, pursue your destiny along the path of the Magnakai,' said Lord Rimoah, speaker for the High Council. Before the gathering of Elders you reaffirmed your vow to restore the Kai and, as if kindled by a sudden gust of wind, the torch flared brightly, bathing the chamber in its vivid golden glow. As one, the Elders rose from their seats and intoned their blessing: 'May the gods Ishir and Kai protect you on your journey into darkness, Kor-Skarn.'

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: PAUL FRESHWATER
Age: 14
Address: England
Hobbies: Pop music, sport, Lone Wolf, cinema.
Would like a girl pen-pal with a good sense of humour, aged 12–14, preferably local.

Name: NATHAN WORRELL
Age: 13
Address: England
Hobbies: Lone Wolf, snooker, darts, crick-et, football, drawing, reading.
Would like a dedicated Lone Wolf fan with a good knowledge of Magnamund.

Name: JONATHAN SYMONS
Age: 11
Address: England
Hobbies: Lone Wolf, Warhammer, Foot-ball, computers (C64).
Would like a pen-pal who lives abroad.

Name: PAUL CARTY
Age: 14
Address: Scotland
Hobbies: RPGs, rock, archery, motor-bikes, intellectual pursuits & messing casuals!
Would like a female pen-pal—preferably living in France.

Name: CHARLES BARNARD
Age: 11
Address: England
Hobbies: Fantasy wargames, metal figures, gamebooks, horror films.
Wants a female pen-pal with a good sense of humour, aged 10–12, who likes writing RPGs for FF systems.

Name: SARAH GAL
Age: 14
Address: England
Hobbies: Reading, gamebooks, writing letters, pets, swimming, drawing, collecting things, sport, music (Duran Duran), PBMing.
Wants a boy pen-pal who hates Madonna!

Name: GLENN WELLINGTON
Age: 13
Address: New Zealand
Hobbies: All sports, wargames and game-books.
Would like a pen-pal (boy / girl) with similar interests.

Name: HELEN CARMICHAEL
Age: 11
Address: England
Hobbies: Reading, riding, drawing & Lone Wolf gamebooks.
Wants a pen-pal (boy / girl) aged 10–13, with similar interests.

Name: KRISTIAN MORGANG
Age: 12
Address: Wales
Hobbies: Gamebooks, sports, computers (Spectrum 48K), metal miniatures, pets, bird-watching.
Would like a boy pen-pal with similar interests.

Name: MATTHEW GARRETT
Age: 12
Address: England
Hobbies: BBC computers, adventure books, D&D.
Would like a pen-pal (boy / girl) aged 12–14.

Name: LEIGH JACKSON
Age: 14
Address: England
Hobbies: Lone Wolf, Way of the Tiger, writing solo adventures, fighter planes.
Would like to hear from any solo adventure writers, male or female, aged 13–16.

Name: JOHN FARMER
Age: 14
Address: England
Hobbies: Lone Wolf / Grey Star gamebooks, fishing and swimming.
Would like a boy pen-pal aged 13–15 with similar interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE:...

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

BE MY GUEST!

says Joe Dever

HOW WOULD YOU LIKE TO SPEND A WHOLE DAY TAKING PART IN A SPECTACULAR FANTASY WARGAME AT THE HOME OF LONE WOLF AUTHOR—JOE DEVER?

Joe is offering Lone Wolf club members and their friends an exclusive to come and enjoy a day's fantasy wargaming at his home near Brentwood in Essex. In his purpose-built games room, on a sculpted wargames table measuring 40 sq. feet, you'll command an army of superbly painted metal miniatures in a mass battle devised an umpired by Joe himself. Now's your chance to become a Sommlending general, or a powerful sorcerer gifted in battle-magic, or a Vassagonian noble, or even a feared Drakkarim warlord! You'll be able to pick an army of your choice from a collection of over 5000 fantasy figures, and enjoy a day of action-packed battle-gaming in the company of fellow Lone Wolf fans.

BATTLE-DAY SCHEDULE

10.00AM	Arrive. Meet with Joe and the other players and choose your army for the battle.
10.30AM	Battle briefing. A chance to familiarize yourself with the rules of fantasy wargaming. Joe will be on hand to help and advise each player with his/her game objectives.
10.45AM	LET BATTLE COMMENCE!
11.30AM	Refreshments / coffee break
1.30PM	Lunch. Take the opportunity to find out more about the Lone Wolf series while you enjoy a delicious home-cooked meal.
2.15PM	Painting demonstration. Joe will show you the techniques of painting metal miniatures.
2.45PM	Return to the battle.
4.30PM	Tea-time / refreshments.
6.30PM	Battle concluded.
*******	Souvenir photographs of the game will be sent to players within 7 days.

BOOKING FOR THE BATTLE

There will be two Battle-days:

SUNDAY MARCH 22nd 1987 & SUNDAY MARCH 29th 1987

The cost per person is £34.80 + VAT. In order to ensure maximum enjoyment for those taking part, the number of available places will be strictly limited to 6 players per game. Therefore, in order to avoid disappointment, members are advised to send for a booking form as soon as possible.

To obtain full details and a booking form, send a stamped, self-addressed envelope to:

JOE DEVER, C/o. Beaver Books, 62–65 Chandos Place,
London, WC2N 4NW

Please specify which Battle-day you are interested in. Also, please indicate if you intend to arrive by Public Transport (British Rail Brentwood) or private transport. A rail timetable is available and arrangements can be made for your collection on arrival and your return to the station at the end of the day.

The Companion Postscript

The Vaderish / Aluvian Nations

(continued from last issue)

THE GRAND DUCHY OF KASLAND

With the arrival of the Aluvian peoples, the Grand Duchy was the first of their kingdoms to be established in Southern Magnamund. It became the base for further expansion across the Tentarias and the spiritual home of their culture and religion. In MS 1199, the War of Recension saw the birth of Cincoria, a breakaway state established by Margrave Vactor I as a refuge against his recensionist followers.

THE GREAT UNION OF LUNARLIA

In MS 1234, the Great Union was founded on many smaller Aluvian states that shared the fertile plains of central Magnamund. Barbaric attacks by the creatures of Kaum, Naaros and the Kelderwastes plagued these states for over a century before the Union of Lunarlia established a standing army large enough and strong enough to defend the plains. With the arrival of the warlike Nael in MS 1309, Lunarlia was plunged into the Great Plain Wars, but emerged victorious at the defensive Battle of Kaylar Flat (MS 1366).

THE REPUBLIC OF PALMYRION

In a region of Magnamund plagued by civil strife and petty power struggles, the Republic of Palmyrion stands like a beacon to justice and sanity. Her strong elected government and her massive regular army guarantees the defense of her borders, and the continued support of her ally—Talestria.

The Nael / Nael-Aluvian Nations

THE KINGDOM OF REZOVIA

The kingdom of Rezovia was established by Nael migrants who chose to settle and farm the lush river-plains of the Mens. Conflict with neighbouring Lunarlia has led to many wars and the gradual loss of western territories. In MS 3856, it joined with Siyen in a military alliance to defend mutual interests along the Tentarias. It was an alliance that many fear was orchestrated by the Darklords of Helgedad.

THE PALINATE OF FIRALOND

The cotton-rich plains of Firalond are famed for the high quality of cloth and textiles that originate there. Firina—'the Linen City'—has a long tradition of freedom that has attracted merchants and exiles from less tolerant nations. Strong links with Kakush and Anari have made them enemies of Vassagonia, and agents of the Zakhan have attempted the assassination of Firalonding Grandars many times during the last two hundred years.

THE THEOCRACY OF VALERION

The Holy Fathers of the Truth established their theocracy in MS 1961 as a retreat and a sanctuary for their order. Religious persecution and superstitious intolerance of their faith had driven them out of Siyen and northern Shadaki, forcing them to settle in the hills and jungles of Valerion. The city of Kelis is a holy shrine to their order and a place of sacred pilgrimage for believers of their faith.

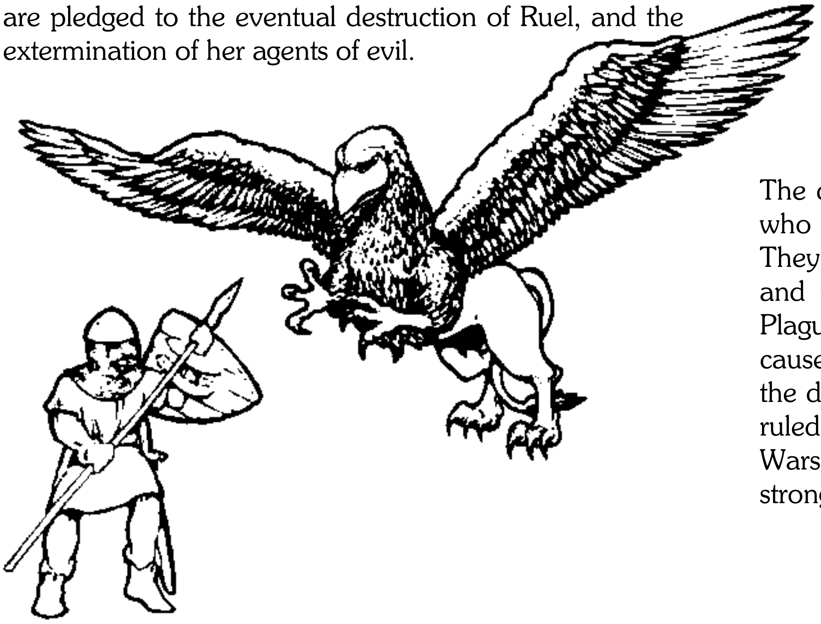
THE SENATOCRACY OF LOURDEN

A strong and fiercely independent state, Lourden has managed to resist becoming involved in the conflicts that have caused the demise of her less-fortunate neighbours. The democratically elected Senate of Arlcor is considered by many to have attained an ideal; a wise elected government and a fair system of justices in a region that has seen many wars and other unnatural disasters.

The Lastlander / Old Kingdom Nations

THE PLENARY OF BAUTAR

The small dominion of Bautar is both a place of pilgrimage and the home of the Herbalish people who first appeared during the Age of the Old Kingdoms. Devoted to the study and practice of the healing arts, the many orders of the Herbalish are to be found spread throughout the lands of Northern and Southern Magnamund. As sworn enemies of the Cenerese, they are pledged to the eventual destruction of Ruel, and the extermination of her agents of evil.



THE GYNARCHY OF TELCHOS

The early arrival of the Telcharim places them among the peoples of the Old Kingdoms, but, unlike their contemporaries, they chose not to expand their frontiers. The land barriers that surround the land of Telchos deterred outsiders from prying into their affairs, and so enabled their culture to develop in isolation from the rest of Magnamund. They are a society dominated and administered by females, who uphold a strict social law that is founded on their religious beliefs and their devotion to the Goddess Ishir.

THE REALM OF RUEL

The druids of Ruel are the descendants of the Cenerese who rose to power during the Age of the Old Kingdoms. They are an evil and malicious race who seek to twist and pervert the natural order of the land. The Great Plague of 2514 MS, which decimated the Elder Magi, was caused and spread by the druids of Ruel. In the wake of the disease they took control of central Magnamund and ruled it until the Herbalish defeated them in the Druid Wars of 1968 MS. Their empire was destroyed, but their stronghold of Ruel was unbroken.

ERRATA

BOOK 8

Those pesky Giaks have been at it again! This time they've managed to insert a completely wrong option in Ref. 318 of the latest Lone Wolf adventure—The Jungle of Horrors.

Eagle-eyes Kai Masters will have noticed that the second option of ref. 381 (shown opposite) belongs instead to ref. 319.

The second option of ref. 318 should read:

If you choose to continue your ride north to Tharro, turn to 280.

318

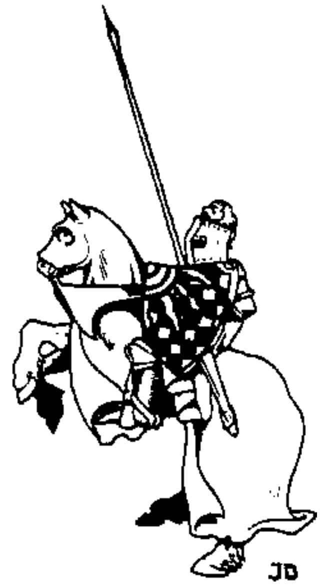
The rain beats down relentlessly as you ride the featureless highway to Tharro. Thunder rumbles over the western hills like the growl of Doomwolves stalking their prey. Gradually the muddy road descends into a wide valley and a track joins it from the east. A battered signpost at the junction points along the track. It says: TOPHAM—9 MILES

If you wish to change direction and ride east, turn to **249**.

If you wish to help Paido fight off his attackers, turn to **169**.

ORDER FORM

LONE WOLF CLUB MEMBERS have the EXCLUSIVE opportunity to purchase individual titles, or complete sets, in the Lone Wolf / Grey Star / Combat Heroes series, signed by author JOE DEVER.



TITLE	COST	No. REQ'D	TOTAL
LONE WOLF 1: Flight from the Dark	£1.95		
LONE WOLF 2: Fire on the Water	£1.95		
LONE WOLF 3: The Caverns of Kalte	£1.95		
LONE WOLF 4: The Chasm of Doom	£1.95		
LONE WOLF 5: Shadow on the Sand	£1.95		
LONE WOLF 6: The Kingdoms of Terror	£1.95		
LONE WOLF 7: Castle Death	£1.95		
LONE WOLF 8: The Jungle of Horrors	£2.25		
GREY STAR 1: Grey Star the Wizard	£1.95		
GREY STAR 2: The Forbidden City	£1.95		
GREY STAR 3: Beyond the Nightmare Gate	£1.95		
GREY STAR 4: War of the Wizards	£2.25		
THE LONE WOLF ADVENTURES: A deluxe hardback omnibus edition containing Lone Wolf Books 1 & 2.	£7.95		
COMBAT HEROES 1: The White Warlord	£2.25		
COMBAT HEROES 1: The Black Baron	£2.25		
COMBAT HEROES 2: Emerald Enchanter	£2.25		
COMBAT HEROES 2: Scarlet Sorcerer	£2.25		
THE MAGNAMUND COMPANION: An encyclopaedia of the world of Lone Wolf.	£6.95		

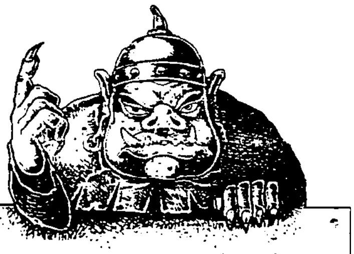
NAME: ____________________________

ADDRESS: __________________________

____

________________ Postcode ___________

SUB-TOTAL	
POSTAGE	
TOTAL	



POSTAGE CHARGES

No. of books	UK/BFPO	OVERSEAS
1	0.32p	0.60p
2	0.45p	0.70p
3	0.64p	0.80p
4	0.72p	£1.15p
5	0.76p	£1.40p
6	£1.15p	£1.60p
7+	£1.42p	£1.80p

IMPORTANT: All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

Send your order to: LONE WOLF BOOK OFFER, C/o BEAVER BOOKS, 62–65 Chandos Place, London, WC2N 4NW, England.

If you wish to keep your newsletter intact, copy or photocopy this order form and enclose it with your remittance.

KAI MASTER QUIZ

COMPETITION RESULTS

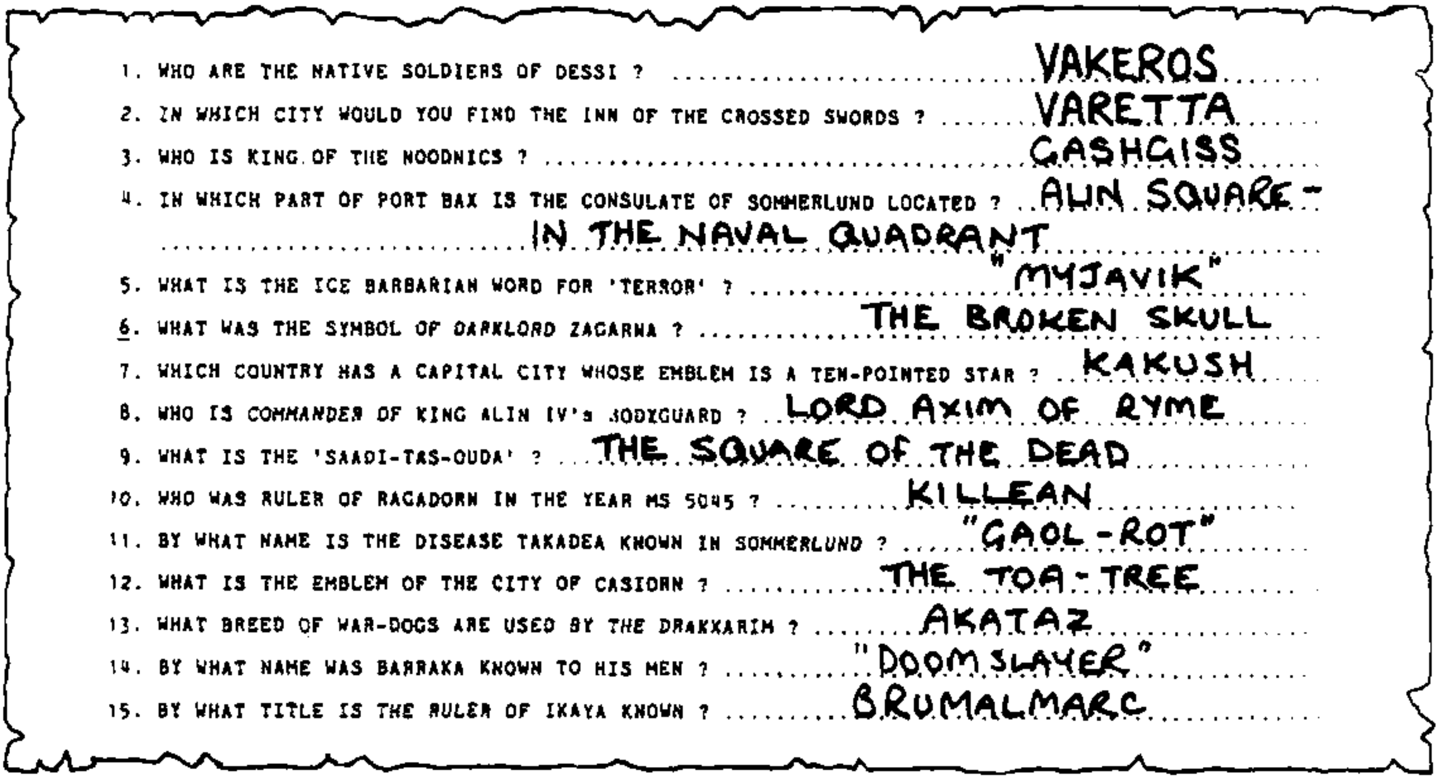
The winner of the Kai Master Competition which featured in Newsletter No. 6 was:

ALAN SHIPMAN of CHEPSTOW

whose winning answers were the first to be drawn at random from over one hundred entries received by the competition completion date (14th January 1987). Alan wins a Casio Quartz Chrono-alarm watch with multi-functions. The next three correct answers chosen were sent in by the following Kai Masters:

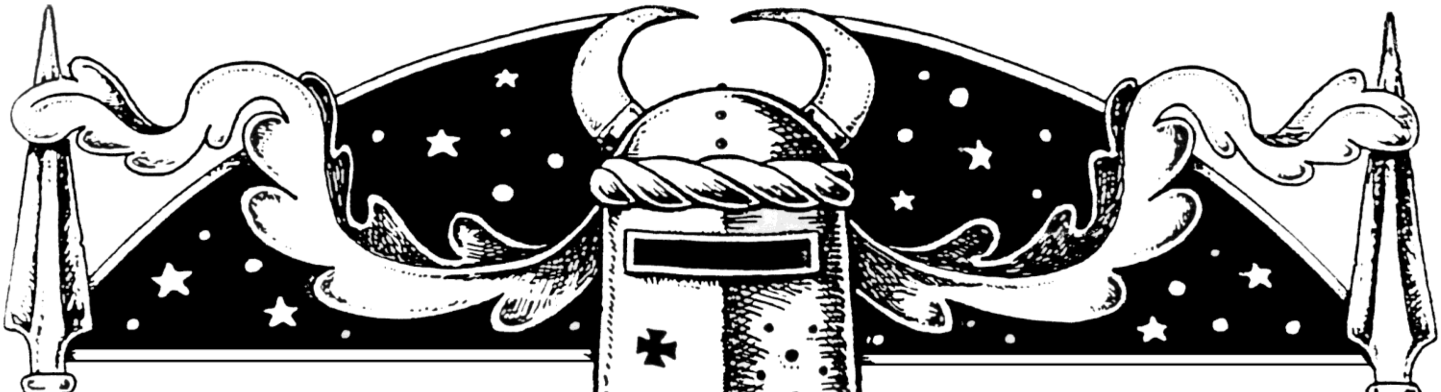
ROBERT WEIGHILL of WOKING, SURREY
EDDY BUDD of SOUTHAMPTON, HANTS.
DAVID HAYLES of TETBURY, GLOS.

They each receive personally dedicated photographs, framed and signed by Joe Dever. And for those of you who are still wondering what the answers to those 15 mega-tough questions were, here's the solution:



1. WHO ARE THE NATIVE SOLDIERS OF DESSI ? .... VAKEROS
2. IN WHICH CITY WOULD YOU FIND THE INN OF THE CROSSED SWORDS ? .... VARETTA
3. WHO IS KING OF THE NOODNICS ? .... GASHGISS
4. IN WHICH PART OF PORT BAX IS THE CONSULATE OF SOMMERLUND LOCATED ? .. ALIN SQUARE - .... IN THE NAVAL QUADRANT
5. WHAT IS THE ICE BARBARIAN WORD FOR 'TERROR' ? .... "MYJAVIK"
6. WHAT WAS THE SYMBOL OF DARKLORD ZAGARNA ? .... THE BROKEN SKULL
7. WHICH COUNTRY HAS A CAPITAL CITY WHOSE EMBLEM IS A TEN-POINTED STAR ? .... KAKUSH
8. WHO IS COMMANDER OF KING ALIN IV's BODYGUARD ? .... LORD AXIM OF RYME
9. WHAT IS THE 'SAADI-TAS-OUDA' ? .... THE SQUARE OF THE DEAD
10. WHO WAS RULER OF RAGADORN IN THE YEAR MS 5045 ? .... KILLEAN
11. BY WHAT NAME IS THE DISEASE TAKADEA KNOWN IN SOMMERLUND ? .... "GAOL-ROT"
12. WHAT IS THE EMBLEM OF THE CITY OF CASIORN ? .... THE TOA-TREE
13. WHAT BREED OF WAR-DOGS ARE USED BY THE DRAKKARIM ? .... AKATAZ
14. BY WHAT NAME WAS BARRAKA KNOWN TO HIS MEN ? .... "DOOMSLAYER"
15. BY WHAT TITLE IS THE RULER OF IKAYA KNOWN ? .... BRUMALMARC

Congratulations to Alan, Robert, Eddy and David, and to all the other Kai Masters who took part in this difficult quiz.



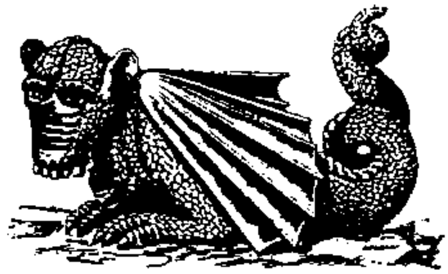
DIAMOND WORD PUZZLE

In this issue Joe has devised a word puzzle to test your intelligence. Although the down and across clues are different, the answer is the same word in both directions. All you have to do is fill in all the spaces of the word diamond correctly, complete the form at the bottom of the page stating your name, address, Kai rank and age, and send the entire page to the club c/o the address shown.

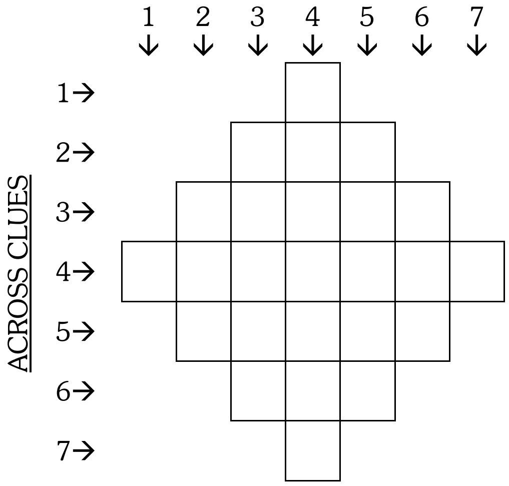
All entries must be submitted no later than the 1st May 1987. Any received after this date will not be counted so be sure to complete and send off your entry as soon as possible. The winner and the runners-up will be notified by post no later than 16th May 1987.

COMPETITION ENTRY FORM

THE PRIZES The first correct entry, drawn at random from all those received by the closing date, will win a HEAD SPORTS HOLDALL. This very-large capacity, stylish, leather-look bag (size 28" x 13" x 11") has compartments for tennis/squash rackets, zipped end pockets for wet clothing, a shoulder strap and reinforced carry handles. The next three correct entries will win Parker "Jotter Specials" deluxe stainless steel ballpoint pens.



DOWN CLUES



DOWN CLUES

1. A consonant
2. A film stage
3. An account
4. Big Cat
5. To mark out
6. Sooner than
7. An invasion day

ACROSS CLUES

1. Novice drivers display this plate
2. To place something
3. Music for an opera
4. Wild animal
5. Tiny quantity
6. Before
7. A consonant

NAME... KAI RANK................................

ADDRESS ....

....

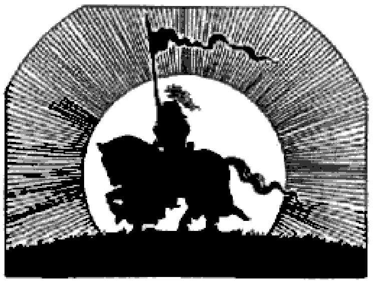
.... POSTCODE .... AGE.................

Send your completed entry to: THE LONE WOLF CLUB (NYS87), Beaver Books,
Brookmount House, 62–65 Chandos Place, London, WC2N 4NW

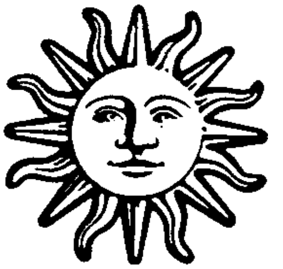
LONE WOLF CLUB

NEWSLETTER No. 8

This issue sees the start of a Lone Wolf comic strip drawn and scripted by Sean Doran and Jim Clarke, two Lone Wolf Club members from Belfast. They are also the joint editors of a nifty little fanzine called 'FANTASY UNLIMITED' which contains a mix of art, articles, reviews, comic strips, computer stuff and readers' letters. If you like / hate the Lone Wolf strip, or would like to find out more about 'FANTASY UNLIMITED', drop Sean and Jim a line and a SAE at the 'FU' headquarters (FUHQ, 14 Velsheda Court, Belfast, Nth. Ireland, BT14 7LZ).



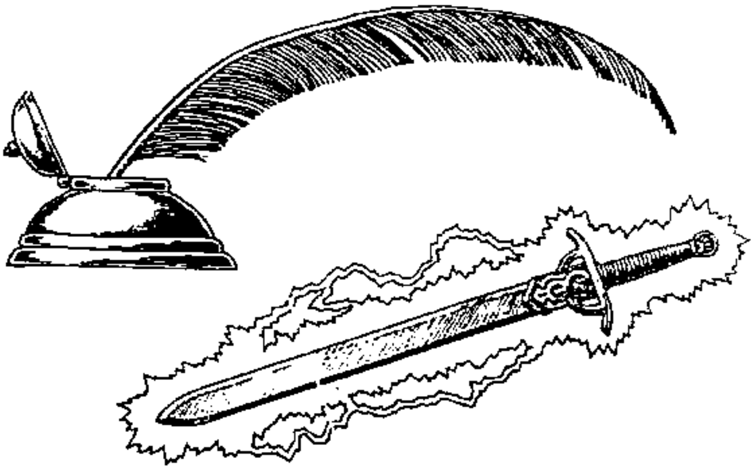
The latest Lone Wolf adventure—'THE CAULDRON OF FEAR'—was published in the UK whilst this issue of the newsletter was in production (2nd April), and is available in the shops now! To order a signed copy, use the Book Order Form which you'll find on page 10.



The two battle-days (announced in the New Year's Special) turned out to be such great fun for everyone who took part that Joe is hosting another game at his house on the 21st JUNE 1987. This time the cost per person is only £26.10 + VAT (souvenir photos extra). As before, the number of places will be limited so if you'd like to take part you're advised to send for a booking form as soon as possible. To obtain full details and a booking form, send a stamped addressed envelope to: Joe Dever, c/o Beaver Books 62/65 Chandos Place, London, WC2N 4NW.

Monastery Mailbag

A SELECTION OF LETTERS
FROM LONE WOLF FANS



Why are there different area names within the Darklands?

(Jason Dyson, HANTS)

The regions which appear on the maps of The Darklands take their names from words in the Giak language. The main regions are:

AZTAREGINA	North Sea
GOURIZAGA	Coldlands
NAOGIZAGA	No-lands
DAJDOKRITZAGA	Moon Mountains
KAGAZITZAGA	Fire Mountains
DEJKAATA	East Shallows

****

In Newsletter No. 7 you showed us the Badges of Rank for the Kai Disciplines. What are the Badges of Rank like for the Magnakai ranks of Kai Master to Kai Grand Master?

(Paul Fox, Dublin)

The insignia for Kai Masters are very different to the Badges of Rank worn by Kai Lords who have yet to master all of the basic Kai Disciplines. When a Kai Lord becomes a Kai Master he is granted the privilege of being allowed to design his own uniform. But in order for others to be able to identify his rank, these unique uniforms had to conform to certain specifications. Each level of Magnakai training is identified by a colour and a symbol. When a Kai Master designs his uniform (which he must do every time he masters a new Magnakai Discipline) he must incorporate his Magnakai rank colour and symbol into the design. Before their massacre, it was common for Kai Masters to combine elements of their name, rank symbol and rank colour into a crest which was worn as an embroidered badge on their right shoulder. For their formal uniforms, worn in battle or on special or state occasions, these crests were woven into the fabric and would cover both the chest and the back of the tunic. The Kai Master rank colours & symbols were as follows:

RANK	COLOUR	SYMBOL
KAI MASTER	Grey	Castle
KAI MASTER SENIOR	Light Blue	Anvil
KAI MASTER SUPERIOR	Dark Blue	Ship
PRIMATE	Green	Oak tree
TUTELARY	Scarlet	Sword
PRINCIPALIN	Orange	Horse's head
MENTORA	Yellow	Dragon
SCION-KAI	White	Moon
ARCHMASTER	Silver	Star
KAI GRAND MASTER	Gold	Sun

It should be noted that following the massacre of the Kai, Lone Wolf has chosen not to follow in the tradition of designing his own uniform. He has decided to wear his Initiate's tunic until he has successfully completed the Magnakai quest.

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

LONE WOLF CLUB
BEAVER BOOKS
BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW.

What are Giak Shamans?

(Nathan Worrell, Grimsby)

The Nadziranim use some Giaks, the most intelligent ones, as assistants and slaves in the preparation of their sorcerous experiments. Some of these privileged Giaks have been able to learn the rudiments of the Black Art and it is these few (they number no more than a dozen or so) who have earned the title of Shaman. Generally they remain in the service of their particular Nadziranim master, but often in times of war they are attached to Giak regiments and operate as Battle-magicians.

****

Could you tell me the names of all the Lorestones of Nyxator?

(Andrew Simmons, Devon)

The names of the seven Lorestones of Nyxator are:

VARETTA, HERDOS, OHRIDO,
TAHOU, LUOMI, GAMIR and VINALDO

****

What are the names of the future Lone Wolf books?

(Alan Cathcart, Kilcreggan)

Lone Wolf Book 10 will be entitled 'THE DUNGEONS OF TORGAR'; Book 11 will be entitled 'THE PRISONERS OF TIME'; and Book 12 will be called 'THE MASTERS OF DARKNESS'.

****

If Lone Wolf has Weaponskill & Weaponmastery with the same weapon, does this give him +3 or +5 extra COMBAT SKILL points in battle? Also, if he has Healing as well as Curing, does this give him +2 ENDURANCE points back for every section through which he passes without combat?

(Jethro Woudhuysen, Holland)

The correct weapon bonus is +3, one higher than the basic Kai Discipline bonus for having Weaponskill. Kai mastery of Curing gives the same +1 ENDURANCE point back (for every section through which you pass without combat) as does the basic Kai Discipline of Healing. The mastery advantage comes with the ability to cure disease, blindness and combat wounds, as well as being able to identify the properties of herbs, roots and potions. Additional advantages are gained at higher rank as the Magnakai Discipline improves.

****

How do you pronounce 'Giak'?

(Keith Dearman, London)

The word Giak is pronounced 'Gee' (as in 'the')–'ak' (as in 'mack').

****

Will Lone Wolf ever meet up with the mercenary captain who appears in 'The Kingdoms of Terror'?

(James Tipp, London)

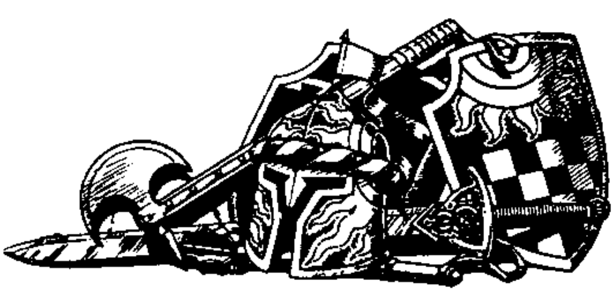
Unfortunately the mercenary captain (whose name is Hal Morkarn) and his band of brave fighters were wiped out during the Darklord invasion of the Stornlands in the year MS 5061. They were defending the town of Oredal at the time of their deaths. The enemy were a Giak / Drakkarim army group led by Darklord Menashga.

****

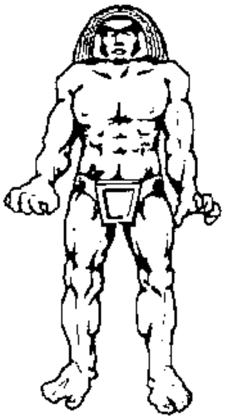
In the Story so Far section of 'The Cauldron of Fear' it says that Lone Wolf is Skarn—the Wolf of Dessi legend. Who then is Ikar—the Eagle of Dessi legend?

(Peter Jacobs, Milton Keynes)

Skarn and Ikar are the two 'Koura-tas-Kai' of Dessi legend. Lone Wolf is the wolf of legend and Sun Eagle, the first Kai Grand Master was the eagle of the legend.

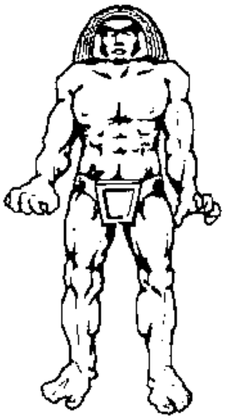


News from the Monastery



In this issue we preview the next episode of the Lone Wolf saga by printing the ‘Story so far’ section of

“THE DUNGEONS OF TORGAR”

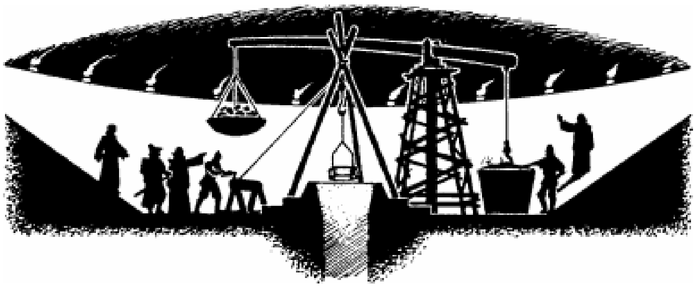


You are the warrior, Lone Wolf, last of the Kai masters of Sommerlund and sole survivor of the massacre that destroyed your kinsmen during a bitter war with your age-old enemies—the Darklords of Helgedad.

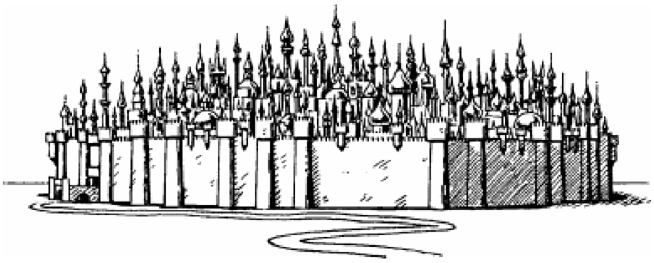
Many centuries have passed since Sun Eagle, the first of your kind, established the Order of the Kai. Aided by the magicians of Dessi, he completed a perilous quest to find seven crystals of power known as the Lorestones of Nyxator, and upon their discovery he unlocked a wisdom and strength that lay within both the Lorestones and himself. He recorded the nature of his discoveries and his experiences in a great tome entitled *The Book of the Magnakai*. You have discovered this lost Kai treasure and have given a solemn pledge to restore the Kai to their former glory, thereby ensuring the security of your land in the years to come. However, your diligent study of this ancient book has enabled you to master only three of the ten Magnakai Disciplines. To fulfil your pledge, you must complete the quest first undertaken by Sun Eagle over a thousand years ago. By doing so successfully, you, too, will acquire the power and wisdom of the Magnakai, which is held within the Lorestones’ crystal forms.

Already your quest has taken you far from your northern homeland. Following in the footsteps of the first Kai Grand Master, you journeyed to Dessi and sought the help of the Elder Magi, the magicians who aided Sun Eagle on his quest long ago. There you learned that for centuries the Elder Magi had awaited your coming. An ancient Dessi legend tells of the birth and rise to greatness of two *koura-tas-kai*, which means 'sons of the sun'. One was named *Ikar*, which means ‘eagle’, and the other was named *Skarn*, which means ‘wolf’. A prophecy foretold that the *koura-tas-kai* would each come from the north to seek the counsel of the Elder Magi in order that they might fulfil a great quest. Although separated by several centuries, they would share one spirit, one purpose and one destiny—to triumph over the champions of darkness in an age of great peril. The Elder Magi knew that you were *Skarn*—the wolf of Dessi legend—and in keeping with their ancient vows they promised to help you complete the Magnakai quest.

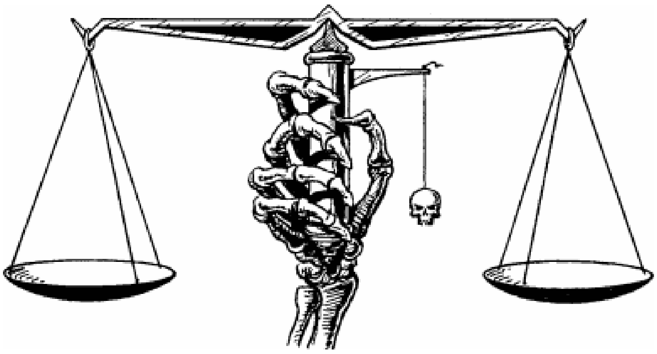
In Elzian, the capital of Dessi, you were tutored in the histories of Magnamund and received lessons in lore that you would have learned from the Kai masters if only they, like you, had survived the murderous Darklord attack on the Kai monastery twelve years ago. You were eager to learn all that your tutor, Lord Rimoah, could teach you in preparation for the next stage of your quest, but grim news from the Darklands cut short your tuition. In the Darklord city of Helgedad a civil war had erupted, following your defeat of Haakon, Archlord of the Black City. After five years, the battle for the throne of Helgedad had finally been won by a Darklord called Gnaag. The other Darklords, now united behind this new leader, were ordered to amass huge armies in preparation for the conquest of Magnamund. Swiftly their Giak legions grew in number, enabling Gnaag to launch a sweeping invasion that was to catch the Freelands unprepared. Several countries, after brief but futile resistance, were completely overrun by Darklord armies; others surrendered without fighting in the face of their determined might. And sadly there were others who chose to betray former friends and allies by joining the Darklord cause, in the misguided hope that they would share in the spoils of victory, following the triumph of Darklord Gnaag. One such land was Vassagonia, a powerful desert realm to the north of Dessi. Her armies mobilized and invaded the neighbouring states of Casiorn and Cloeasia, then marched west through the republic of Anari in order to join with Gnaag's horde as it steamrollered across central Magnamund. The Elder Magi urged you to begin the quest for the fourth Lorestone at once. The enemy armies were converging on the Anarian capital of Tahou, and beneath that ancient city the Lorestone lay hidden.



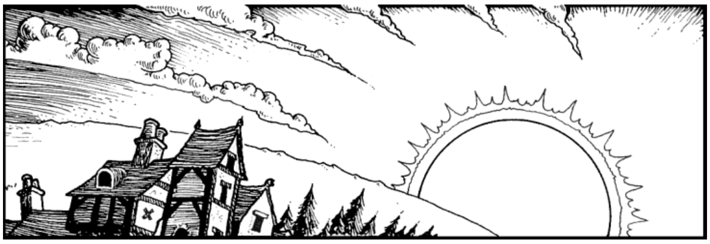
Aided by Magemaster Banedon, an old friend and fellow countryman, you set off in haste for Tahou and arrived barely hours ahead of the enemy. Successfully you made your descent and discovered the object of your quest, but on returning to the surface you found Tahou transformed into a blazing inferno. Darklord Gnaag and Zakhan Kimah, the ruler of Vassagonia, had learnt of your presence and were determined to destroy you at all costs. For days their engines of war had hurled fire and rock across the walls of Tahou with devastating effect. Then a massive assault, led by the Zakhan himself, breached the west gate and gained entry to the burning city. Armed with a weapon of awesome power, the evil Zakhan sought you out and challenged you to a fight to the death. The struggle was desperate but you emerged victorious and led the Anarians in a counterattack that cleared the city of the invading foe. The allies of Anari arrived to raise the siege and in the ensuing battle the demoralized armies of Gnaag and Kimah were smashed and routed.



Your defeat of Zakhan Kimah turned the tide of war decisively against the Darklord armies and paved the way for the liberation of the lands they had taken by force. But the sweet taste of victory turned sour when you discovered that Darklord Gnaag had captured the last three remaining Lorestones of Nyxator. Lord Rimoah and other members of the High Council of the Elder Magi joined you in Tahou to help formulate a plan of action. They had already received word from Prince Graygor, the ruler of Eru, that one of his patrols had found a man near the borders of the Hellswamp. He was a Talestrian soldier who had escaped from the dread city-fortress of Torgar where he had been imprisoned after being captured in battle. He had suffered terribly at the hands of the Drakkarim—evil humans in the service of the Darklords—and when found he was so badly injured that he was almost unrecognizable. Before he died he spoke of three radiant gems filled with golden light that had been brought to Torgar from the Darklord city of Mozgôar.



'We are now sure that what he saw was the arrival of the stolen Lorestones,' said Rimoah, speaking on behalf of the High Council. 'They radiate a goodness so strong that Gnaag could not hold them in the Darklands but had to move them to Torgar. There his sorcerers—the Nadziranim—are searching for the means to destroy them. The black art of the Nadziranim has grown powerful of late and we fear they may achieve the task set them by Gnaag. Therefore we must act quickly and with utmost secrecy if the Lorestones and the Magnakai quest are to be saved.'



The Elder Magi had already made preparations for your secret journey to Eru where, upon your arrival, Prince Graygor will help you reach the grim city of Torgar. The thought of having to enter the terrible Drakkarim stronghold fills you with dread, but your pledge to destroy the Darklords and restore the Kai strengthens your resolve and helps you suppress your fear.

On the eve of your journey to Eru, the Elder Magi convene a special meeting of the High Council to pray for the success of your mission. For several hours they kneel in prayer until finally they arise and intone the blessing that has sustained you in the past: 'May the gods Ishir and Kai protect you on your journey into darkness, *Kor-Skarn*.'

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: JOHNNY LAST
Age: 12
Address: England
Hobbies: Madonna, skateboarding, Lone Wolf, FF, computers, Ted Hawkins
Would like a pen-pal (boy or girl) of similar age and interests.

Name: ROBERT ALSUP
Age: 12
Address: England
Hobbies: Fantasy wargames, metal miniatures, gamebooks & drawing.
Would like a boy pen-pal aged 10–13 with similar interests.

Name: JOEL FINE
Age: 9
Address: England
Hobbies: Lone Wolf, FF, D&D, GrailQuest, Maelstrom
Would like a pen-pal (boy or girl) preferably who is into D&D as a Dungeon Master or a Player Character.

Name: CHRIS ASKHAM
Age: 13
Address: England
Hobbies: 2000AD, gamebooks (writing & playing them), drawing cartoons, reading, comics, films & Lone Wolf.
Would like a pen-pal (boy or girl) with similar interests.

Name: BEN BLACKWELL
Age: 12
Address: England
Hobbies: Lone Wolf, Grey Star, D&D, cinema, computers (Spectrum).
Would like a pen-pal (boy or girl) with similar interests and of the same age group (must have a good sense of humour).

Name: CHRISTOPHER CAMPBELL
Age: 21
Address: England
Hobbies: Lone Wolf, reading Penguin Classics, live music, football ('Heart of Midlothian'), and parties at weekends.
Would like a female pen-pal aged 16–21 (anyone like Tanith in Grey Star!).

Name: DERMOT ORR
Age: 14
Address: England
Hobbies: D&D, Lone Wolf, Fighting Fantasy, board games, computers, Oriental history (Japanese warrior clans).
Would like a girl pen-pal aged 14 / 15. Photo with first letter.

Name: MATTHEW DALBY
Age: 17
Address: England
Hobbies: RPGs & gamebooks, writing, drawing, graphic design, sci-fi, walking.
Would like a female pen-pal aged 16–18, English speaking, willing to communicate with a total chaotic!

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

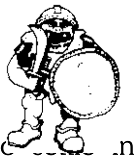
TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

The Mythenish / Tianese Nations



VADUZHAN

The Mythenish race were the first men t n Southern Magnamund following the creation of the Moonstone. They appeared in Vaduzhan in MS 289 and quickly migrated to the north and east, having first established their cities on the Mythenian Peninsula. The Great Civil War of MS 1620 split Vaduzhan and gave birth to the neighbouring dictatorship of Bhanar. Hostility between the nations has cooled, although border incidents and trade wars are still commonplace.

THE ISLAND PRINCIPALITIES OF MHYTAN

The mainland and islands of Mhytan ha g enjoyed the benefits of controlling the narro s which give access to the Chai Sea. The citizens are, by nature, seafaring traders. Their merchant fleets are the largest in all of Magnamund and their blue and gold ensign is a common sight in any trading port. They are also gifted at diplomacy, a skill which has helped them to avoid the many wars that have plagued their neighbours over the last centuries.

THE PLAINLANDS OF LISSAN

Formerly inhabited by the proud warrior race of plains nomads called the Masbaté, the Mythenish peoples of this region were decimated almost to a man by the invasion of Shasarak the Wytch-King and his evil host of Zadakar demons in the early months of MS 5044. After a prolonged war using his chariot legions, the evil Wytch-King unleashed the abomination of the Zadakar against whom the Masbaté had no defence. Their ruler, King Samu, survived the extermination of his people and fled east to escape Shasarak's monsters which now inhabit the plains (MS 5050).

THE PROVINCE OF ANDUI

This land-locked province was once part of the state of Korli, but its fiercely independent inhabitants broke with Korlian rule following the discovery of mineral wealth in the mountains of the Kashima Range. The fertile lands that border upon the rivers Anduis and Kalamar have since experienced many wars contesting their rightful ownership. Anduin forts sprang up to defend the border, but they proved ineffective in preventing the Shadakine from invading and occupying Andui in MS 4665.

THE PROVINCE OF SUHN

From the earliest settlements of Suhn, its industrious inhabitants have preserved a careful neutrality through skilful diplomacy and the intrigues of its ruling household—the Shygin. However, many of the petty wars which have befallen Suhn's neighbours have been caused by the devious manipulations of Suhnese nobles and ambassadors who have profited from these conflicts. Too small to dominate and too influential to be conquered by other Tianese nations, Suhn remained untouched by war until the coming of the Shadakine. The Shygin chose to capitulate to the Shadaki invaders in order to remain intact, rather than engage in fruitless resistance to Shasarak's rule.

THE DESOLATION OF TAKLAKOT

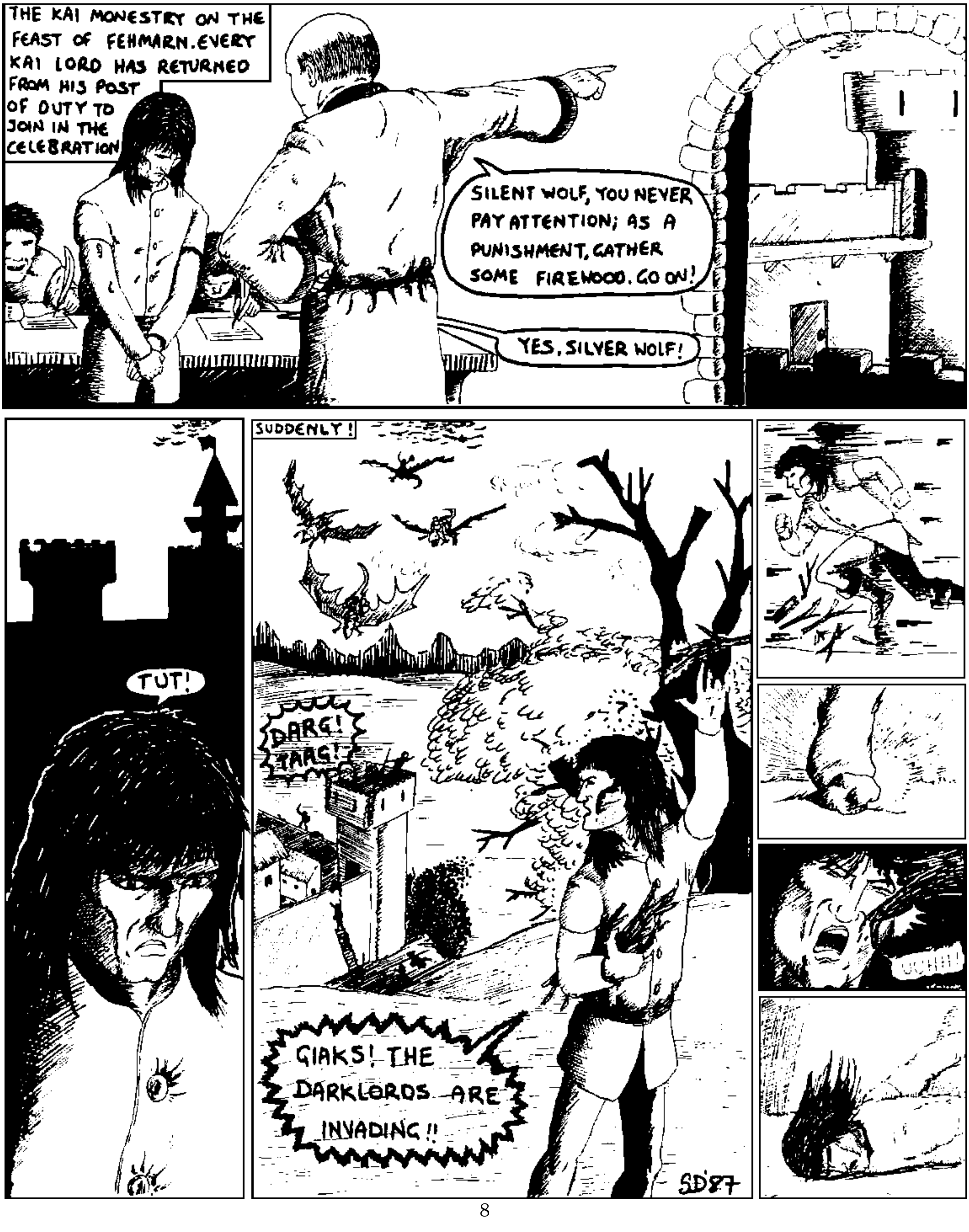
In the year MS 3154, the land of Taklakot rose to power following the arrival of the renegade Shianti wizard—Shasarak the Great—who had refused to obey the call to exile of his fellow Shianti brothers. The power of his 'sun-stone' accelerated the evolution of the Taklakotians, but by their own ineptness, its power was eventually misused and brought about the total destruction of their land. It became known as Desolation Valley, and the only city which remained—Gyanima—was shunned by all outsiders due to the curse of a terrible wasting sickness that befell nearly all who dared enter its environs.

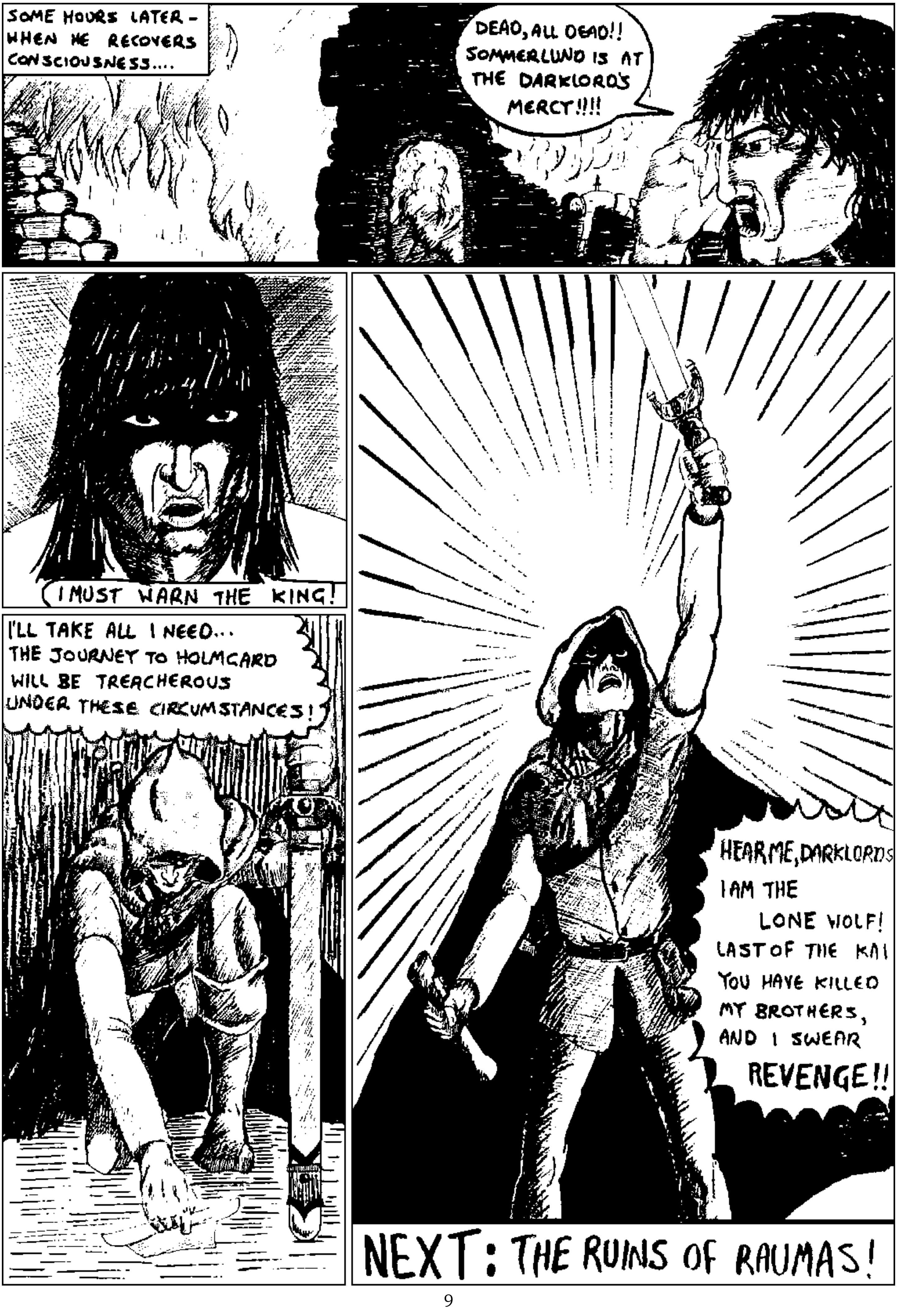
THE FREEDOM GUILD OF KARNALI

The people of this land have long held a reputation for being tough and indomitable, a reflection of the region that they chose to inhabit. The bleak marshes and deadland of Karnali attracted Tianese frontiersmen who were prepared to suffer the hardships of this region in order to free the soil of its considerable mineral wealth. Naturally rebellious, Karnali was the first nation to throw off the yoke of Shadakine oppression in the year MS 5050, after having been the last region to fall to their domination.

Flight from the Dark

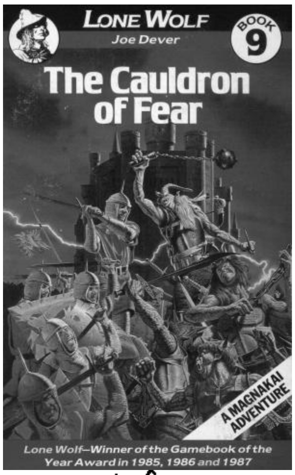
SCRIPT : Jim Clarke
ART/LETTERING · Séan Dever
FROM A STORY BY JOE DEVER


THE KAI MONESTRY ON THE FEAST OF FEHMARN. EVERY KAI LORD HAS RETURNED FROM HIS POST OF DUTY TO JOIN IN THE CELEBRATION
SILENT WOLF, YOU NEVER PAY ATTENTION; AS A PUNISHMENT, GATHER SOME FIREWOOD. GO ON!
YES, SILVER WOLF!
TUT!
SUDDENLY!
DARG! TARG!
?
GIAKS! THE DARKLORDS ARE INVADING!!
UGHH!!
SD'87


SOME HOURS LATER - WHEN HE RECOVERS CONSCIOUSNESS....
DEAD, ALL DEAD!! SOMMERLUND IS AT THE DARKLORD'S MERCY!!!!
I MUST WARN THE KING!
I'LL TAKE ALL I NEED... THE JOURNEY TO HOLMGARD WILL BE TREACHEROUS UNDER THESE CIRCUMSTANCES!
HEAR ME, DARKLORDS I AM THE LONE WOLF! LAST OF THE KAI YOU HAVE KILLED MY BROTHERS, AND I SWEAR REVENGE!!
NEXT: THE RUINS OF RAUMAS!

LONE WOLF

ORDER FORM


LONE WOLF
Joe Dever
BOOK 9
The Cauldron of Fear
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Lone Wolf–Winner of the Gamebook of the Year Award in 1985, 1986 and 1987

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LONE WOLF 4: The Chasm of Doom	£1.95		
LONE WOLF 5: Shadow on the Sand	£1.95		
LONE WOLF 6: The Kingdoms of Terror	£1.95		
LONE WOLF 7: Castle Death	£1.95		
LONE WOLF 8: The Jungle of Horrors	£2.25		
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THE MAGNAMUND COMPANION: An encyclopaedia of the world of Lone Wolf.	£6.95		

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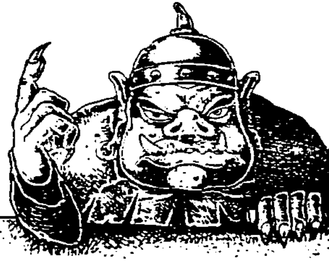

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IMPORTANT: All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

Send your order to: LONE WOLF BOOK OFFER, C/o BEAVER BOOKS, 62–65 Chandos Place, London, WC2N 4NW, England.

If you wish to keep your newsletter intact, copy or photocopy this order form and enclose it with your remittance.

The Magnamund Companion

MEGA-QUIZ

COMPETITION RESULTS

The winner of the MAGNAMUND COMPANION MEGA-QUIZ which featured in Newsletter No. 7 was:

BRIAN ROBINSON of CARLISLE

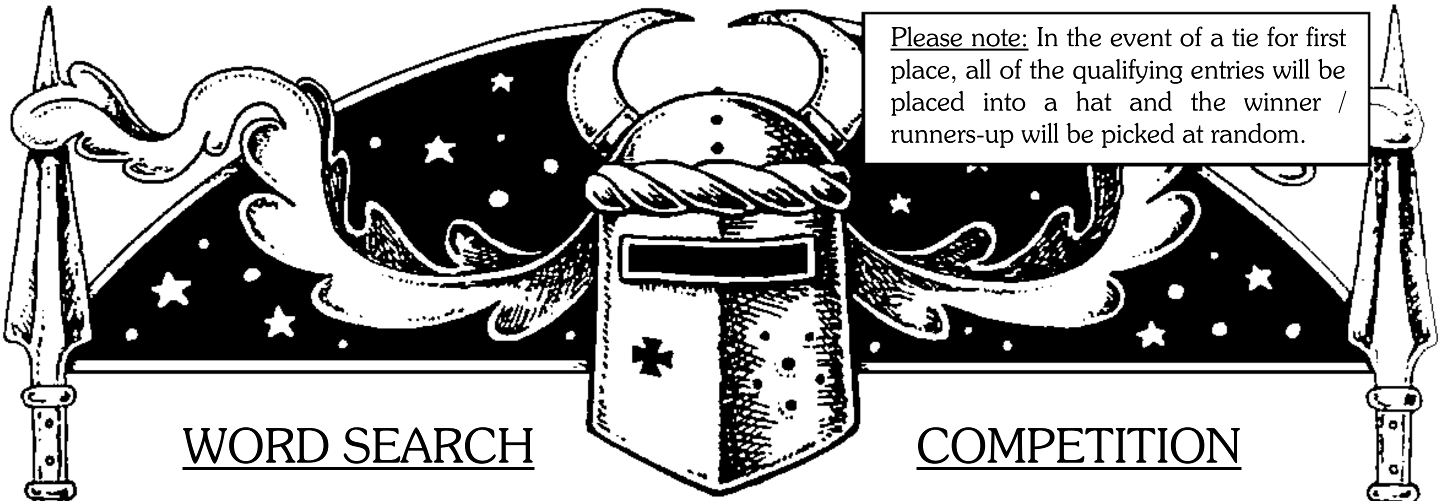
whose winning answers were the first to be drawn at random from over one hundred and fifty entries received by the competition completion date (13th March 1987). Brian wins a Sharp EL-344 solar-powered calculator. The next three correct answers chosen were sent in by the following Kai Masters:

PETER BETTERIDGE of KENT
JONATHAN ADAMS of GLASGOW
ANDREW SIMMONS of ASHBURTON

They each receive personally dedicated photographs, framed and signed by Joe Dever. For those of you still wondering what the answers to those Mega-Quiz questions were, here's Brian's winning entry form:

1. WHAT IS THE SHOG'AASH OF LAKE GHARGON? *A huge sea dragon*
2. IN THE KAI MONASTERY, WHAT ROOM IS DIRECTLY BELOW THE LORE-HALL OF FIRE? *The Grand Hall*
3. FOR WHAT PURPOSE DID ZAGARNA BUILD FORTS IN THE DURNCRAG RANGE? *Marshalling posts for Giaks and spies.*
4. HOW MANY SOLDIERS ARE THERE IN A 'CHARGE'? *200*
5. WHAT IS THE NAME OF DARON'S SISTER? *Thelda*
6. IN WHAT YEAR WAS HOLMGARD BUILT? *MS 3450*
7. ON WHICH RIVER IS THE CITY OF SALDOR SITUATED? *The River Mens*
8. WHO IS THE FAMOUS BROTHER OF THE BARON OF TYSO? *Baleon Medar*
9. HOW MANY COTTAGES ARE THERE IN STONEFURROW? *31*
10. WHAT DOES *'ODNENGA AK'* MEAN? *Red River*
11. WHAT DO XAGHASH EAT? *Warm-blooded creatures (humans)*
12. WHICH COUNTRY BORDERS ILION, KAUM, AND LUNARLIA? *Halia*
13. NAME THE TWO GULFS AT EITHER END OF THE TENTARIAS. *Lencia and Tentarium.*
14. WHAT CITY LIES 320 MILES DUE EAST OF FIRINA? *Nikesa*
15. WHICH COUNTRY WAS ONCE KNOWN AS NORTHERN LENCIA? *Nyras*

Congratulations to Brian, Peter, Jonathan and Andrew, and to everyone else who took part in the Magnamund Companion Mega-Quiz.



Please note: In the event of a tie for first place, all of the qualifying entries will be placed into a hat and the winner / runners-up will be picked at random.

WORD SEARCH COMPETITION

This issue we are featuring a fabulous WEARCH SEARCH puzzle competition which has been devised by Lone Wolf Club member CLAIRE BROTHERTON. The master grid contains 324 from which up to 40 (forty) Lone Wolf words can be found by moving from one letter to the other—horizontally, vertically or diagonally.

All you have to do is locate as many Lone Wolf words (being the names of characters, places, items, etc.) as you can. When you have completed your search, list all the words you have found on a sheet of paper and write down the total number as well. Then, at the bottom of the page, put your name, age, address and Kai rank, and send it to the club, c/o the address shown below.

All entries must be submitted no later than 20th June 1987. Any received after this date will not be counter so be sure to get your entry in as soon as possible. The winners will be notified by post no later than 1ST JULY 1987.

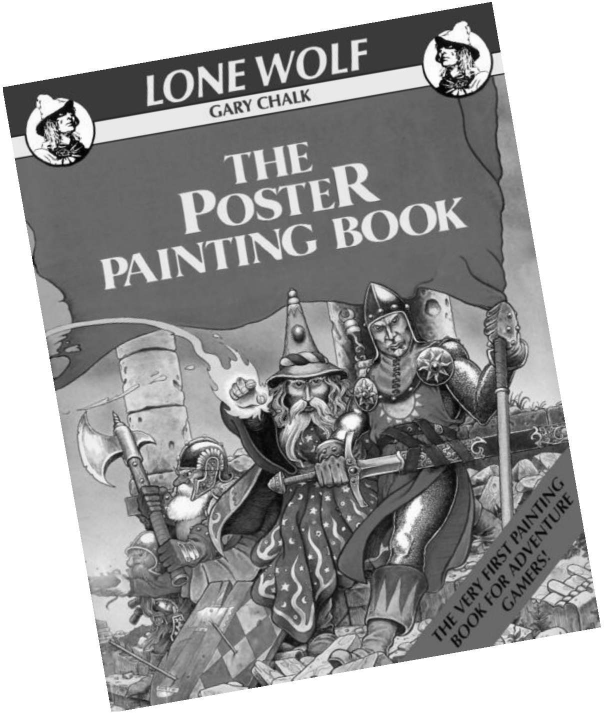
THE PRIZES
The entrant who has located the highest number of Lone Wolf words hidden inside the word square will win an ALBA CP6 PERSONAL STEREO CASSETTE PLAYER & a set of headphones. The next three entrants whose totals rank the highest of those entries remaining will each receive signed copies of THE LONE WOLF ADVENTURES, the deluxe hardback omnibus edition of Lone Wolf Books 1 & 2.

B	A	N	E	Y	R	E	T	S	A	N	O	M	A	O	K	E	J
A	S	H	W	H	S	A	H	G	A	X	R	I	R	R	P	P	E
R	A	T	O	N	O	V	V	A	S	H	N	A	A	A	Z	R	T
R	N	L	K	D	S	S	R	O	Y	D	M	O	I	T	E	I	I
A	I	Z	I	O	D	K	D	G	R	Y	R	D	D	H	X	S	P
K	M	I	T	N	I	N	A	R	K	D	O	L	P	E	D	M	A
A	A	S	S	H	V	R	E	I	O	E	A	S	I	R	N	D	S
P	L	E	U	U	I	I	O	E	G	L	E	K	H	Y	U	A	A
R	C	V	L	N	N	L	S	R	R	R	K	E	S	G	L	D	B
E	O	L	I	T	A	E	U	I	I	C	L	R	N	A	R	E	L
N	N	O	R	M	T	S	A	F	B	G	S	I	A	R	E	G	I
O	T	W	Y	A	I	Y	L	G	H	I	R	I	M	D	M	L	A
T	R	M	C	S	O	E	S	A	L	U	L	N	S	U	M	E	K
S	O	O	P	T	N	K	S	R	C	E	W	I	H	P	O	H	A
N	L	O	R	E	S	T	O	N	E	S	D	C	T	C	S	Y	N
O	G	D	X	R	F	L	O	W	E	N	O	L	A	Y	Q	V	G
O	E	U	I	Y	R	E	T	S	A	M	N	O	P	A	E	W	A
M	S	O	M	M	E	R	S	W	E	R	D	F	K	U	O	A	M

Send your completed WORD SEARCH sheets to:
THE LONE WOLF CLUB (NL8), WORD SEARCH COMPETITION, Beaver Books, Brookmount House, 62–65 Chandos Place, Covent Garden, London, WC2N 4NW.

LONE WOLF CLUB

SUMMER SPECIAL 1987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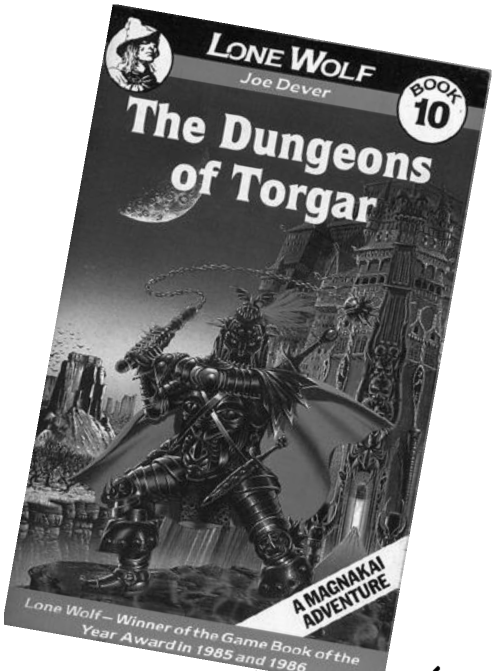
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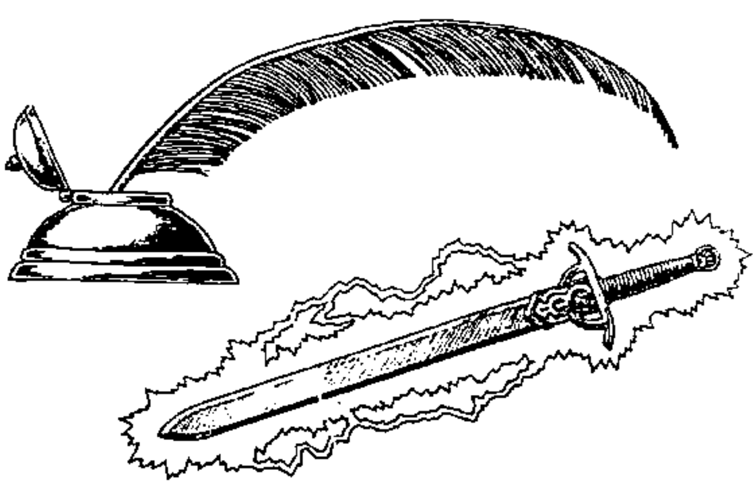
The latest titles in the Lone Wolf series. See page 10 for more details and special 'DUNGEONS OF TORGAR' priority order form . . .

Monastery Mailbag

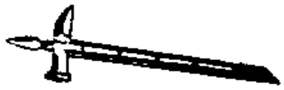
A SELECTION OF LETTERS
FROM LONE WOLF FANS



On page 42/43 of the Magnamund Companion, what weapons are the two foot soldiers using in the training park? Also, what is the room next to the Armoury?

(Stephen Roe, Bristol)

The two Kai Guardians depicted in the Monastery illustrations are training with weapons called 'Toran Hammers'. They consist of a six-foot shaft of fire-hardened oak with a heavy hammerhead at its top. Narrow strips of steel are nailed down each side of the shaft to prevent the head from being chopped off during combat, and two sharp spikes protrude from the tip and the rear of the hammer. The Kai used these weapons to counter attacks by Drakkarim cavalry.



STEEL HEAD OF A TORAN HAMMER

The room to the left of the Armoury is the Marshalling Room. Here, patrols were organised prior to scouting missions in the Durncrag Range. A stout door leads from this chamber directly to the outside grounds.

****

What happens to the Crocaryx now that their stewardship of the Lorestone of Tahou has ended?

(Michael Hawrylkiw, Cheshire)

Following Lone Wolf's discovery of the Lorestone of Tahou, the Crocaryx become extinct within the lifespan of one generation. Their existence has been prolonged by the God Kai, contrary to the natural laws of time, in order that they should protect the Lorestone until Lone Wolf's coming. Once the Lorestone was removed from the city of Zaaryx the power that protected them disappeared and they quickly succumbed to the ravages of time that they had previously been shielded against for many thousands of years.

****

In Lone Wolf Book 8, ref. no. 169, you 'lose a grip of your Weapon.' Can you retrieve it, or must it be erase from your *Action Chart*?

(Paul Fox, Dublin)

If you win the combat against the Vordak you are able to retrieve the Weapon and keep it noted on your *Action Chart*.

****

When you complete a Lone Wolf adventure, do you renew your ENDURANCE points to their original total for the next adventure?

(Stephen Turnbull, Warrington)

All lost ENDURANCE points are regained at the end of an adventure. If you have completed any new Lore-circles by finishing an adventure successfully, the bonuses you gain to your COMBAT SKILL and ENDURANCE are added to this basic score prior to the next adventure.

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

LONE WOLF CLUB
BEAVER BOOKS
BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW

In the Basic series (Books 1–5) I possessed the Kai Discipline of Healing and was able to restore 1 ENDURANCE point for every section I passed through in which I was not involved in combat. Now that I am a Kai Master with the Magnakai Discipline of Curing I can no longer benefit from my basic Healing skills . . . or can I?

(Greg Smith, Corby)

If you have completed all five of the Basic series books you can add +1 ENDURANCE as per the rules of Healing. This advantage will benefit all those Kai Masters who have completed the Basic series books prior to tackling the Magnakai series.

****

When I was captured in Book 9, all my Weapons were taken from me. Can I retrieve them at the end of the book?

(Robert Weighill, Woking)

Yes. The South Gate Guard would definitely allow the 'Saviour of Tahou' to have his Weapons back!

****

In some books you can choose Fireseeds at the start. It says '3 Fireseeds'—if you take all three does this mean you have taken three separate items from the five you are allowed to pick?

(Colman Perkins, Portland USA)

The Fireseeds are Special Items which count only as one item no matter how many of them you possess. However, when you have them be sure to note how many you have left. Also, for the purposes of determining your maximum number of Special Items (12), all Fireseeds count as one item.

****

Where is the grave of Sun Eagle, the first Kai Grand Master?

(Glenn Innes, Scotland)

Sun Eagle, who was a Baron of Toran, is buried in a tomb in the middle of the city of Toran in northern Sommerlund.

****

Could you correct a possible mistake made in ref. no. 258 of Lone Wolf Book 7—Castle Death?

The first option given in this section is incorrect. The correct ref. no. should be:

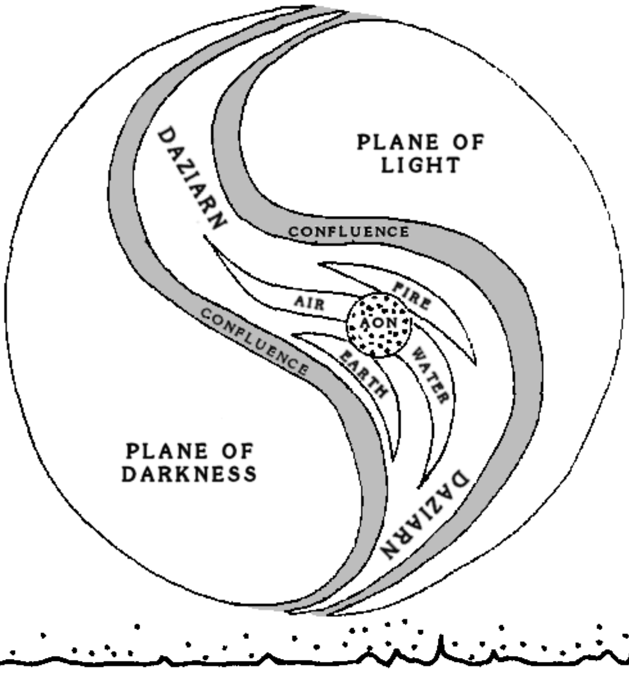
If you have a Kalte Firesphere, a Lantern, or a Torch & Tinderbox, turn to 49.

****

In a previous newsletter you gave details of the various Planes of Existence that comprise the universe of Lone Wolf. Is it possible to show how these Planes all fit together?

(Barry Earl, Queensland, Australia)

The following diagram shows how the many planes of existence are related to each other. Unfortunately, because it is drawn on a flat piece of paper, it cannot show the three-dimensional aspects, channels and gates between the planes. Further details are revealed in Lone Wolf 11: The Prisoners of Time, which is set in the Daziarn Plane.



The Companion Postscript

The Vassa Nations

THE GREAT SADI DESERT

The earliest settlers of the Vassa peoples were the tough nomads who took control of this vast sea of sand. The reputation enjoyed by these nomads for being the most feared and most fearless of all human warriors, struck terror in the hearts of their enemies for over a thousand years. After the Great Alliance of MS 4650, the Sadi Nomads were used by the Wytch-King as assault troops during the invasion and occupation of the south. But the promise of land and riches that was their reward as part of the alliance pact never materialised, and as a consequence the Sadi Nomads waged war on Shadaki in MS 4860.

THE ZULTANATE OF COLEASIA

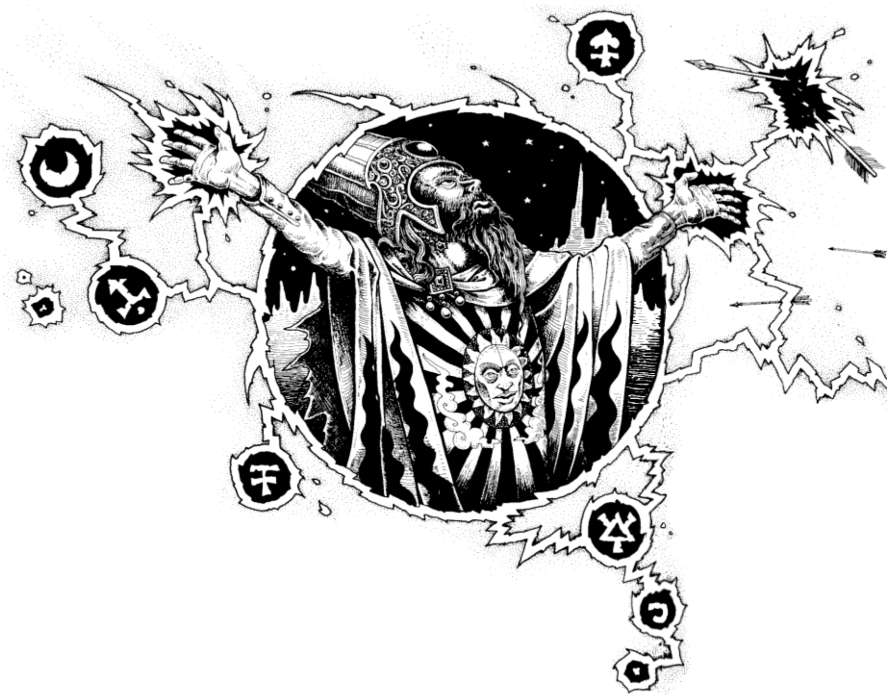
The state of Cloeasia came into being in the year MS 2950. It was formed by exiles from Vassagonia and displaced rebels from the coastal region of southern Durenor. It maintains a shaky independence from Vassagonia, but has lost much of its former territory and wealth due to geological and political upheaval in the Lastlands. It is currently one-fifth of its original size, and its population is less than 30% of the original number when first it established self-rule.

THE REPUBLIC OF ANARI

The natural protection afforded by the Chah Mountains has enabled Anari to repel hostile Vassagonian armies for over three centuries. It was once a much larger state which stretched to the borders of Casiorn, but defeat at the hands of the Black Zakhan reduced their territories by half. A strong alliance exists with Kakush, Lourden, Firalond and Slovia, and Slovian Mercenaries account for almost seventy percent of the President's army.

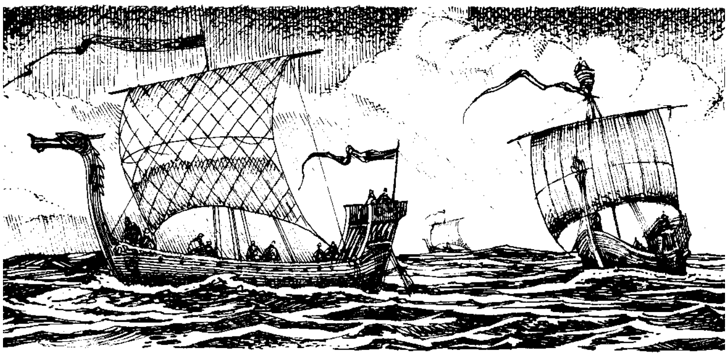
THE IMPERIAL EMIRATE OF KAKUSH

In MS 4301, a nomadic Vassa tribe called the Kakushi broke with nomadic tradition and established a permanent settlement on the plain of south-western Vassagonia. They constructed the city of Nikesa and forged strong links of trade and friendship with Dessi, Anari and Firalond. However, since the rise of the Vassagonian Empire they have suffered great losses in wars against their former kinsmen.



THE LAKURI ISLES

The Lakuri pirates have terrorised the coasts of the Kuri Sea for many centuries. Their volcanic island base is heavily fortified and has withstood many attacks, notably by Durenese and Vassagonian fleets. They have been known to raid merchantmen as far south as the Gulf of Tentarium, where the sight of their red-sailed ships strikes fear into the hearts of captains and crews.



The Drakkarim / Agarashi Nations

THE DARK REALM OF SKAROR

The hills of Skaror have long had a sinister reputation for harbouring creatures of evil. In 5518 MS, the tunnels that honeycomb the Karak and Ogian highlands were invaded by the creatures of Agarash the Damned, and for many centuries they bred and multiplied in their underground warrens until called upon by their master to swell his legions during the War of One Thousand Years. When Naaros fell, most of the Skarorian horde was exterminated. It was not until MS 2650, with the arrival of the barbaric Drakkarim, that Skaror was occupied by humankind. In MS 3150, Skaror allied itself to the Darklands and became a territory under their control.

THE HELOTRY OF NYRAS

The timbered wastes and heaths of Nyras were once Northern Lencia, until they were lost to the invading Drakkarim during the Darkdawn War (MS 2606–10). The Lencians mounted a series of campaigns and crusades to recapture their territory, but they all proved costly and fruitless. The Drakkarim built a mighty fortress on the ruins of Gamir, the former Lencian capital, and named it Nagamir after their victory. In MS 3150, Nyras allied itself to the Darklords of Helgedad, and Nagamir was renamed Darke in their honour.

THE HELOTRY OF NYVOZ

This forested wilderness north of the great Hellswamp became a refuge for bandits and outlaws during the Golden Age of the Shianti. Gradually, they banded together to form a bandit kingdom, and enjoyed great success raiding the territories of Eru and Northern Lencia. When the Drakkarim arrived, the bandit kingdom fled to the sanctuary of the Hammerlands, leaving the city of Kagorst in ruins. The Darklords took control of Nyvoz in MS 3152, and Kagorst was rebuilt as a city-fortress by their Giak slaves.

THE DARKLORDSHIP OF ZALDIR

Zaldir was the first place to fall to the Drakkarim in MS 2591. The city of Shpydar (formerly Vinaldo) was besieged and its inhabitants massacred by the barbaric Drakkarim. In MS 3140 the Drakkarim were themselves overrun by an invasion from the Tadatizaga. The Darklords tricked the Zaldirians into allowing their Giak armies into their land in order to repel the invaders; when the war was won, it was the Darklords who took control of Zaldir and promptly crushed all who dared to oppose their rule.

SWAMP OF MAAKENMIRE

The geography of the Lastlands underwent dramatic change during the formation of the Maakengorge in MS 3055. Formerly an expanse of rolling grassland, the Maakenmire Swamp was created when a vast bowl of land sank below sea level as the tremors of the shifting land spread eastwards. Fearsome, semi-intelligent rep-tiles, notably the Kwaraz and Gourgaz, emerged from the Maakenmire and inhabited the newly-formed swamps. The island stronghold of V'ka is rumoured to contain many thousands of these hostile creatures.

THE INFERNAL HELLSWAMP

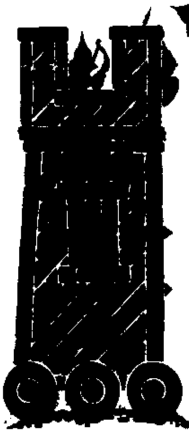
This shifting, seething morass of quaking mires and fathomless pools is home to many giant reptilians and humanoid amphibians. It harbours a myriad carnivorous insects and poisonous barbed plants that often ensnare any warm-blooded creature that is unfortunate or unwise enough to enter its murky channels. Its eastern border with Eru and the Hammerlands is markedly less hostile than the western or central regions, and access to inland territories is often attempted by smaller boats.

THE HELOTRY OF OGIA

The mountains and broken hills of Ogia mark the limit of Drakkarim invasion before the Darklords arrived to take control. Deep below its barren soil, a multitude of evil creatures have survived since the fall of Agarash the Damned. Many were enslaved by the Drakkarim and were use to build the city of Xanar, from which they launched their raids on the rich river-valleys of northern Talestria.

THE DOOMLANDS OF NAAROS

Formerly the seat of the greatest, most evil dynasty that has ever ruled upon Magnamund, Naaros is now no more than a desolate wasteland of blackened ash and heat-fused rock. A vast chasm marks the site of the ancient city, and deep within there lurk the last remaining survivors of this once-powerful realm.



LONE WOLF: An elegy by Lydia Dockerill

(Magnakai Tutelary)

Lone Wolf men called him;
Lone Wolf, the last of his kind,
A warrior élite of Sommerlund,
His destiny to find.

To avenge his massacred brethren;
Defeat the Darkness he must,
To become a Magnakai Master,
To keep with them his trust.

He alone wields the Sommerswerd,
For him alone it obeys,
Protects him against the evil-ones,
Which the brave Kai slays.
Through fire and ice he journeys,
Through the bottomless Chasm of Doom,
Through the Kingdoms of Terror,
To end the endless gloom.

Holder of the Lorestones,
To whom, their wisdom gave,
Lone Wolf the strength and power
Of Magnamund, to save.
Held within his spirit;
Held within his soul,
Lone Wolf must find his destiny
And reach his final goal.

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: GREG SMITH
Age: 17
Address: England
Hobbies: RPGs, sci-fi, American comics.
Would like to contact David Lewis of Hendon, from the Battle Day on 22nd March 1987.

Name: CAROLINE REDVERS-JONES
Age: 12
Address: England
Hobbies: Lone Wolf, Grey Star, swimming, riding, Computers (C64).
Would like a boy / girl pen-pal of similar age / interests.

Name: DANIEL BESSER
Age: 12
Address: England
Hobbies: Computers (C64), reading and RPGs.
Would like a pen-pal (boy / girl) who can swamp computer games and RPGs.

Name: ANDREW VOLK
Age: 13
Address: England
Hobbies: Computers, Tolkien, chemistry.
Would like a pen-pal (boy / girl) aged 13–15 with similar interests. Photo with first letter, please.

Name: ANDREW SHEPHERD
Age: 11
Address: England
Hobbies: Lone Wolf, gamebook writing, stamp collecting, metal miniatures, reading and drawing.
Would like a boy pen-pal aged 11–13 with similar interests.

Name: IAN UTLEY
Age: 15
Address: England
Hobbies: Rugby, Queen, James Herbert.
Would like a pen-pal (boy or girl)—any age or interests.

Name: SARAH REDVERS-JONES
Age: 11
Address: England
Hobbies: Lone Wolf, chemistry, computers, sports, writing, postcard & stamp collecting.
Would like a boy / girl pen-pal who likes sport and who has similar interests. Age 11–13.

Name: JAMES ROBSON
Age: 12
Address: England
Hobbies: Lone Wolf, Way of the Tiger, computers (48K Spectrum), darts, birds.
Would like a boy pen-pal aged 11–13 with similar interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

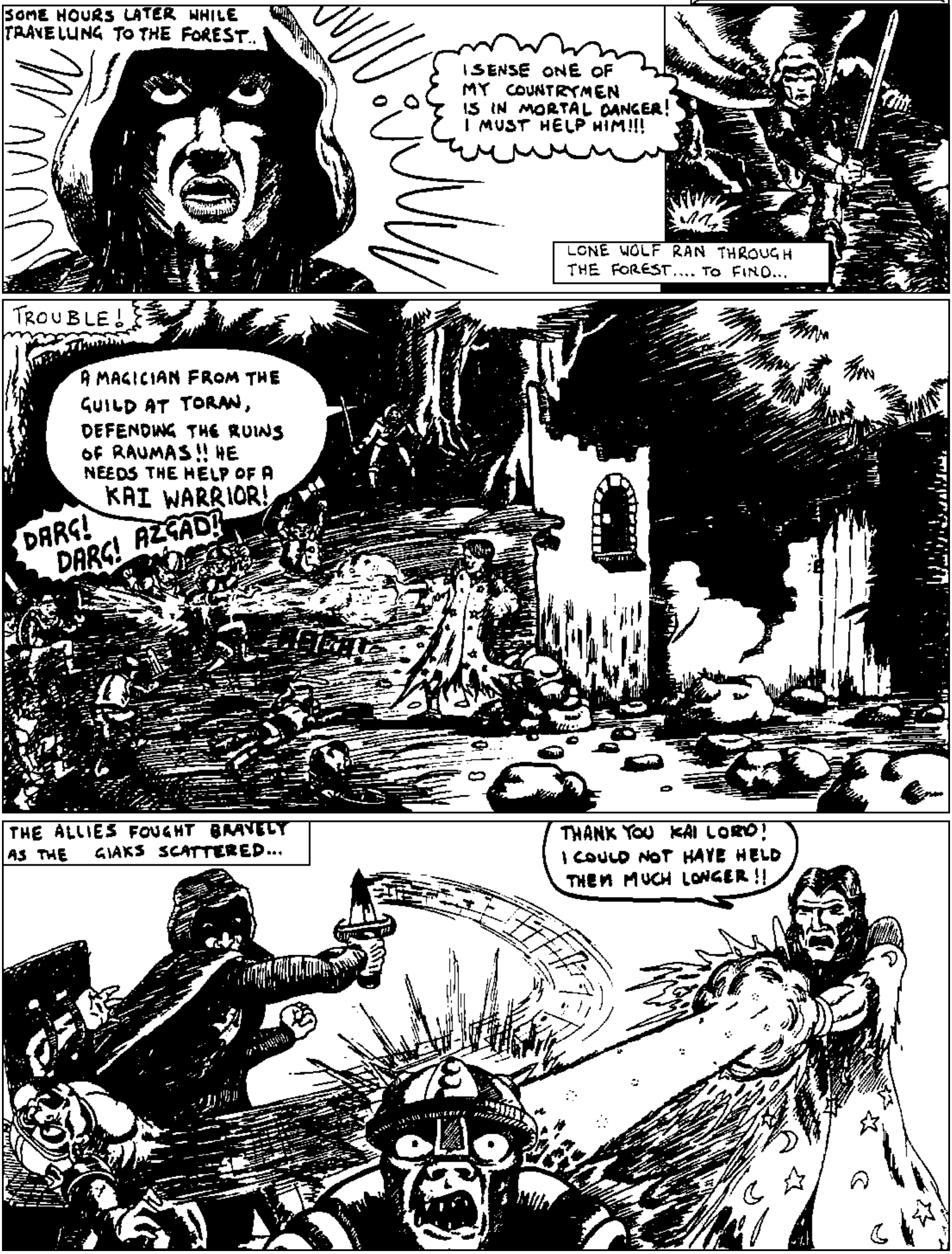
....

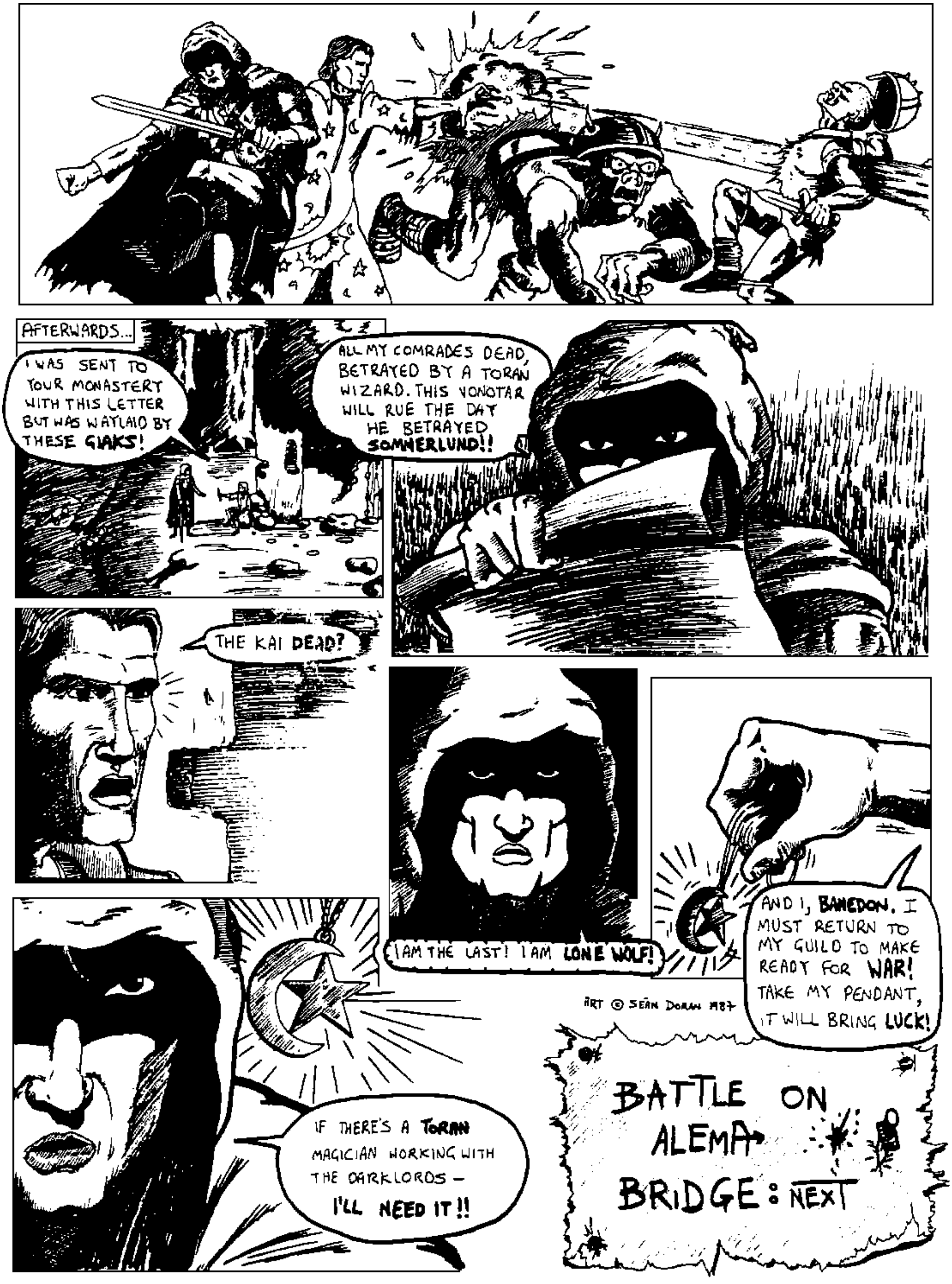
Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

Flight from the Dark

ART: Seán Doran
SCRIPT: Jim Clarke
LETTERING: Seán Doran

PART TWO

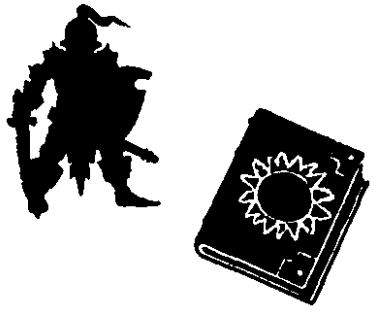

SOME HOURS LATER WHILE TRAVELLING TO THE FOREST..
I SENSE ONE OF MY COUNTRYMEN IS IN MORTAL DANGER! I MUST HELP HIM!!!
LONE WOLF RAN THROUGH THE FOREST.... TO FIND...
TROUBLE!
A MAGICIAN FROM THE GUILD AT TORAN, DEFENDING THE RUINS OF RAUMAS!! HE NEEDS THE HELP OF A KAI WARRIOR!
DARG! DARG! AZGAD!
THE ALLIES FOUGHT BRAVELY AS THE GIAKS SCATTERED...
THANK YOU KAI LORD! I COULD NOT HAVE HELD THEM MUCH LONGER!!


AFTERWARDS...
I WAS SENT TO YOUR MONASTERY WITH THIS LETTER BUT WAS WAYLAID BY THESE GIAKS!
ALL MY COMRADES DEAD, BETRAYED BY A TORAN WIZARD. THIS VONOTAR WILL RUE THE DAY HE BETRAYED SOMMERLUND!!
THE KAI DEAD?
I AM THE LAST! I AM LONE WOLF!
AND I, BANEDON, I MUST RETURN TO MY GUILD TO MAKE READY FOR WAR! TAKE MY PENDANT, IT WILL BRING LUCK!
IF THERE'S A TORAN MAGICIAN WORKING WITH THE DARKLORDS — I'LL NEED IT!!
ART © SEÁN DORAN 1987
BATTLE ON ALEMA BRIDGE: NEXT

LONE WOLF

ORDER FORM

LONE WOLF CLUB MEMBERS have the EXCLUSIVE opportunity to purchase individual titles, or complete sets, in the LONE WOLF, GREY STAR & COMBAT HEROES series, signed by author—JOE DEVER.



Send your order to:
LONE WOLF BOOK OFFER, C/o
BEAVER BOOKS, 62–65 Chandos
Place, London, WC2N 4NW, England.

POSTAGE CHARGES

No. of books	UK/BFPO	OVERSEAS
1	0.32p	0.60p
2	0.45p	0.70p
3	0.64p	0.80p
4	0.72p	£1.15p
5	0.76p	£1.40p
6	£1.15p	£1.60p
7+	£1.42p	£1.80p

IMPORTANT: All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

Make your cheques / postal orders payable to: LONE WOLF CLUB.

TITLE	COST	No. REQ'D	TOTAL
LONE WOLF 1: Flight from the Dark	£1.95		
LONE WOLF 2: Fire on the Water	£1.95		
LONE WOLF 3: The Caverns of Kalte	£1.95		
LONE WOLF 4: The Chasm of Doom	£1.95		
LONE WOLF 5: Shadow on the Sand	£1.95		
LONE WOLF 6: The Kingdoms of Terror	£1.95		
LONE WOLF 7: Castle Death	£1.95		
LONE WOLF 8: The Jungle of Horrors	£2.25		
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The Lone Wolf Poster Painting Book	£1.95		
GREY STAR 1: Grey Star the Wizard	£1.95		
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GREY STAR 3: Beyond the Nightmare Gate	£1.95		
GREY STAR 4: War of the Wizards	£2.25		
THE LONE WOLF ADVENTURES: A deluxe hardback omnibus edition containing Lone Wolf Books 1 & 2.	£7.95		
COMBAT HEROES 1: The White Warlord	£2.25		
COMBAT HEROES 1: The Black Baron	£2.25		
COMBAT HEROES 2: Emerald Enchanter	£2.50		
COMBAT HEROES 2: Scarlet Sorcerer	£2.50		
THE MAGNAMUND COMPANION: An encyclopaedia of the world of Lone Wolf.	£6.95		

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____

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LONE WOLF CLUB PRIORITY ORDER FORM

ORDER FORM
No. of books req'd: ______
(£2.25 each)

ORDER NOW AND YOUR SIGNED COPIES OF 'THE DUNEGONS OF TORGAR' WILL BE POSTED TO YOU, HOT OFF THE PRESSES, ON THE DAY OF PUBLICATION!

TO ORDER: Just fill in your name and address in the space below, and indicate how many books you require. Send the completed form (or a copy), together with a cheque or postal order for the correct amount (made payable to the Lone Wolf Club) to:

LONE WOLF CLUB, BOOK 11 OFFER, Beaver Books, Brookmount House, 62–65 Chandos Place, Covent Garden, London, WC2N 4NW, England.

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ADDRESS ____

____

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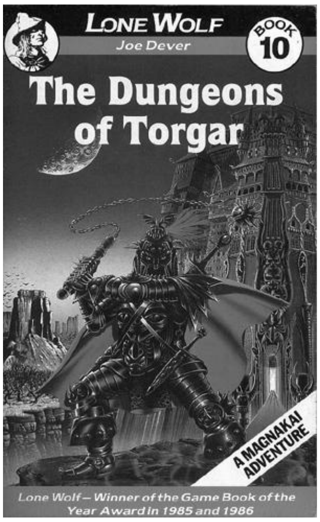
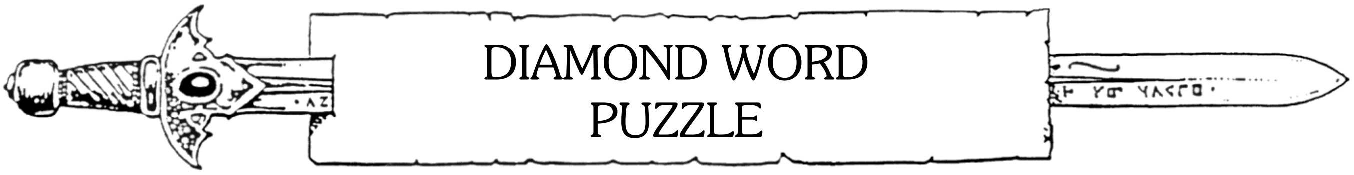
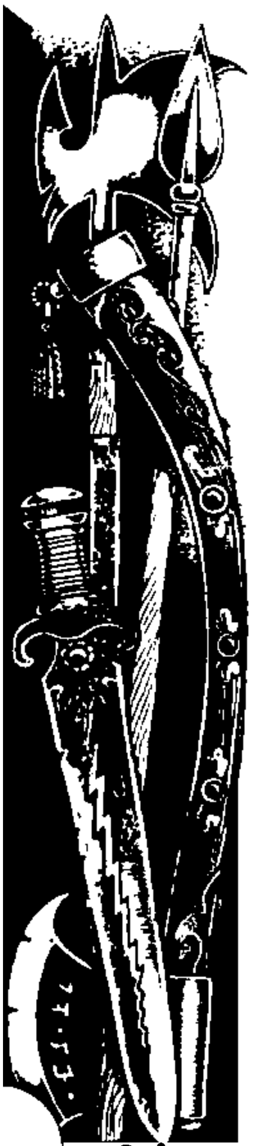
THE DUNGEONS OF TORGAR by Joe Dever, pub. date 6th August 1987. Price £2.25. Non-UK/BFPO members please add 0.60p per book p&p and allow 3 weeks for delivery


LONE WOLF
Joe Dever
BOOK 10
The Dungeons of Torgar
A MAGNAKAI ADVENTURE
Lone Wolf – Winner of the Game Book of the Year Award in 1985 and 1986



DIAMOND WORD PUZZLE

COMPETITION RESULTS



The winner of the Diamond Word Puzzle Competition which featured in the New Year's Special 1987 was:

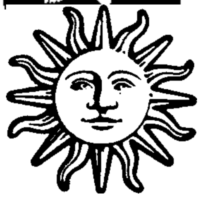
BRIAN FOWLER of PETERBOROUGH

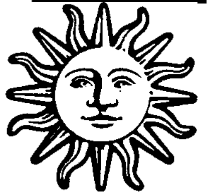
whose winning entry was the first to be drawn at random from over three-hundred entries received by the competition completion date: 1st MAY '87. Brian won a Head Sports Holdall. The next three correct entries chosen at random were sent in by the following Kai Masters:

JONATHAN LAWSON	of TAUNTON
ROBERT BLIDGEN	of BARNSLEY
GARY FRINTON	of NOTTINGHAM

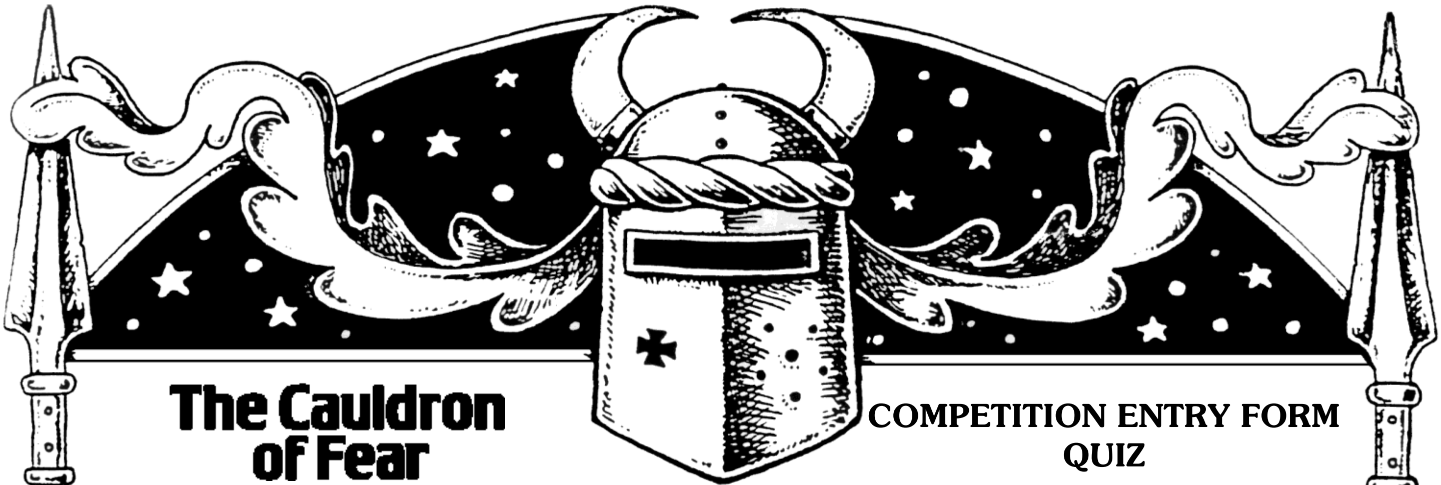
They each received Parker 'Jotter Specials'—deluxe, stainless steel pens. In answer to the Diamond Puzzle, here is Brian's winning entry:

	1 ↓	2 ↓	3 ↓	4 ↓	5 ↓	6 ↓	7 ↓
1→				L			
2→			S	E	T		
3→		S	T	O	R	E	
4→	L	E	O	P	A	R	D
5→		T	R	A	C	E	
6→			E	R	E		
7→				D			





KAI MASTER: ORDER OF MERIT The following Kai Masters are just a few of the entrants who sent in correctly completed forms: Scott Abel, Emma Fisk, Michael Anderson, Paul Gee, Alan McIntosh, Mark Holm, N. Hajdu, Dermot Orr, Chris Tinning, Chris Askham, Michael Bennett, Peter Wilkinson, Pat Briggs, Derek Jenkins, Timothy Bateman, Andrew Seymour, Shaun Johnson, Gavin Booth, Andy Patterson, Anthony Leaton, Michael Gray, David Kinghorn, Jason Cowley, Davis Wraight, Simon Wheble, David Maggs, David Brewster, David Collins, Michael Bareford, Luke Adams, James Taylor, Simon Jennings, Anil Patel, Lewis Eddings, Fraser MacDonald, Jonathan Malard, Paul Cutter, Gregory Troat, Robert McLaughlan, Patsy Bennett, Alan Shipman, Rob Ryan, Jason Dyson, Scott Grant, Ian Bradbury, Paul Fox, Lynton Foulkes, Janet Taning, Graham Sound, Kim Pressbury, John Dorling, David Kent, Dennis Potts



The Cauldron of Fear

COMPETITION ENTRY FORM
QUIZ

Following the publication of Lone Wolf book 9 'The Cauldron of Fear', it has proved to be one of the best selling titles so far in the Lone Wolf saga. This issue, we're basing the competition around the events and details contained in 'The Cauldron of Fear'. All you have to do is answer the questions correctly, in the spaces provided, fill in your name, address and Kai rank, and send the completed form to the club, c/o the address shown below.

All entries must be submitted no later than 28th August 1987. Any received after this date will not be counted so be sure to get your entry in as soon as possible. The winner and runners-up will be notified by post no later than 15th September 1987.

THE PRIZE: The first correct entry, drawn at random from those received by the closing date, will win a PHILIPS D3142P CLOCK / RADIO. The next three correct entries will win personally dedicated photos, framed and signed by Joe Dever.

1. HOW MANY SENATORS OF ANARI, EXCLUDING THE PRESIDENT, SIT IN THE ANARIUM?..
2. IN WHICH DISTRICT OF TAHOU IS THE CAULDRON TO BE FOUND? ....
3. WHO SUPPLIES THE ANARIAN ARMY WITH ITS EQUIPMENT?........................ ....
4. WHAT IS THE ANARIAN SYMBOL OF LAW & ORDER?...................................... ....
5. WHAT COLOUR UNIFORMS DO DELDENIAN MERCENARIES WEAR?............. ....
6. WHO IS THE CHIEF MAGISTRATE OF TAHOU? ....
7. WHAT DOES BOZA SMELL LIKE?...
8. WHAT IS MISSING IN AN ANARIAN TAVERN? ....
9. NAME THE THREE COUNTRIES WHO COME TO ANARI'S AID ....
10. WHAT IS THE NAME OF CHIBAN'S WIFE?..

NAME.. KAI RANK.............................

ADDRESS..

....

.... POSTCODE .... AGE ....

Send your completed entry to: THE LONE WOLF CLUB (NYS87), Beaver Books,
Brookmount House, 62–65 Chandos Place, London. WC2N 4NW

LONE WOLF CLUB

Newsletter No. 9

THE DUNGEONS OF TORGAR WINS THE 1987 BEST SOLO GAMEBOOK OF THE YEAR AWARD

GAMES DAY AWARD WINNERS 1987

Here are the results of this year's Games Day Awards, as voted by the readership of White Dwarf. A few eyebrow raisers are hidden away in here . . . somewhere.

●

Best New Role-playing Game
Warhammer Fantasy Role-play GW

●

Best Fantasy Role-playing Game
Warhammer Fantasy Role-play GW

●

Best Other Role-playing Game
Call of Cthulhu Chaosium

●

Best Role-playing Adventure / Supplement
Death on the Reik (WFRP) GW

●

Best Solo Gamebook
The Dungeons of Torgar Joe Dever
(Hutchinson)

●

Best Fantasy / Science Fiction Boardgame
Talisman GW

●

Best Historical Boardgame
Blood Royale GW

●

Best Family Boardgame
Monopoly Waddingtons

●

Best Fantasy Figures Manufacturer
Citadel

●

Best Miniatures Rules
Warhammer Fantasy Battles Citadel/GW

●

Best Professional Games Magazine
White Dwarf (say no more)

●

Best Fanzine
Dagon Carl Ford

●

Best Games Personality
John Blanche Suzuki

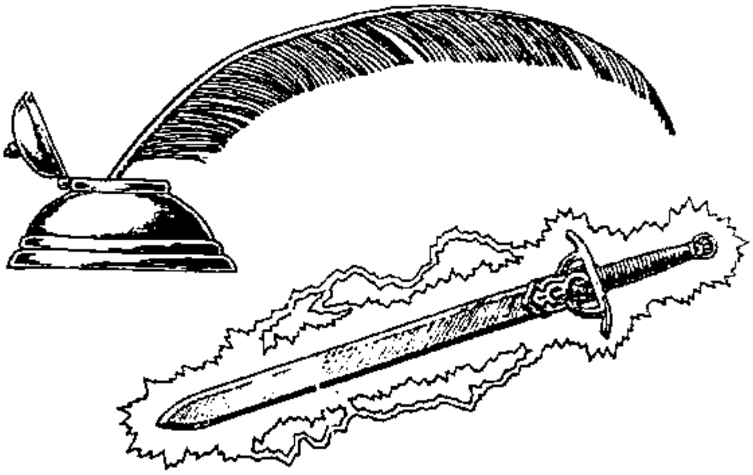
I would like to say a sincere thank you to all the Lone Wolf Club members who attended the Beaver Books stand at the recent Games Day 1987 convention, and to everyone who voted for 'The Dungeons of Torgar' in the annual White Dwarf magazine games industry awards.

This is now the third year in succession that a LONE WOLF title has won this prestigious award, an achievement that would have been impossible without your sustained support.

Thank you for making LONE WOLF number one!

JOE DEVER

Monastery Mailbag

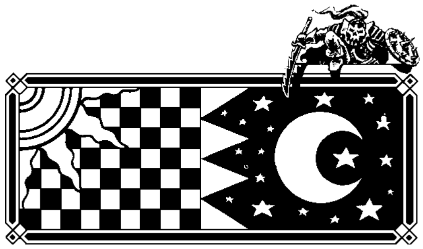


A SELECTION OF LETTERS FROM LONE WOLF FANS

In Newsletter No. 6 it states that Vashna was COMBAT SKILL 58 / ENDURANCE 88. As it says on page 34 of The Magnamund Companion that King Ulnar I slew him, were his COMBAT SKILL and ENDURANCE ratings as high as the Darklord's, or did he possess a load of Special Items (such as magical armour) that you haven't told us about?

Stephen Roe, Bristol

King Ulnar's COMBAT SKILL / ENDURANCE scores were CS 28 / END 32. Compared to Vashna, the king's basic ratings were very weak, and to make matters worse he was already mortally wounded, and near to death at the time of the confrontation at the Maakengorge. The com-bat would have been a walkover for the Darklord leader had the king not been armed with the Sommerswerd. In a last-ditch attempt to defeat Vashna, King Ulnar lured him out to the edge of a rocky spur that jutted out into the chasm, and, as the Darklord leader swooped down to finish him off (yes . . . Vashna could fly as well!), he unsheathed the Sommerswerd and unleashed a blast of energy that was to seal Vashna's fate. Both Ulnar and Vashna fell into the chasm of doom, but the Sommerswerd did not. It lay on the edge of the spur and was retrieved by the Baron of Toran, who later became Sun Eagle, the first of the Kai.



Before their massacre, how long did it take for a Kai Lord to master each basic & Magnakai Discipline?

(Brian Bowles, Newcastle)

There was no set time limit in which a Kai Lord had to master any particular Discipline. Each of the Kai developed their innate skills at differing rates of progress. Some Kai never progressed higher than the rank of Warmarn (Journeyman) or Guardian, whilst others, having entered the monastery as children aged seven, developed their skills very quickly and attained these ranks before they were 12 or 13 years old. Assuming that a Kai Lord had the innate potential of developing his skills to the rank of Kai Grand Master, then the average progression through the ranks (compared to age) would have been:

RANK	AGE
NOVICE	7
INTUITE	9
DOAN	12
ACOLYTE	14
INITIATE	16
ASPIRANT	18
GUARDIAN	19/20
WARMARN/JOURNEYMAN	20/22
SAVANT	24
KAI MASTER	28
KAI MASTER SENIOR	30
KAI MASTER SUPERIOR	32
PRIMATE	35
TUTELARY	38
PRINCIPALIN	42
MENTORA	48
SCION-KAI	50
ARCHMASTER	52/54
KAI GRAND MASTER	56/60

****

In 'The Dungeons of Torgar', Section 113, Baron Shinzar is armed with an axe called "Ogg-Kor-Kaggai". The Giak Word List in the Companion gives the meanings of 'Kor' and 'Kaggai' (= 'of Fire'), but 'Ogg' is not shown. Please help!

Julia Stewart, Bournemouth)

The Giak word 'Ogg' means 'Weapon'. Therefore, the Giak name for the Baron's magical axe is literally—"Weapon of Fire".

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

LONE WOLF CLUB
BEAVER BOOKS
BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW

I recently started to read Lone Wolf books and I was so impressed by them that I decided to try writing a fantasy gamebook myself. It turned out to be much harder than I first imagined, and I am amazed at how Joe Dever manages to construct the Lone Wolf adventures so well. How long does it take him to write an adventure, and how does he go about it?

(Kevin Lim Guoxiang, Singapore)

Each Lone Wolf adventure takes an average of ten weeks to complete. I spend about two weeks on planning and research, which often includes trips to libraries to collect notes about various things, such as medieval weaponry and ancient mythologies, and then the remaining eight weeks are spent actually writing the adventure.

I begin with what I call my '350 checklist'. This is a gridded sheet which contains every number from 1 to 350. As I write the adventure, I assign numbers to each entry and tick corresponding number off the list. This prevents duplicating entry numbers by accident.

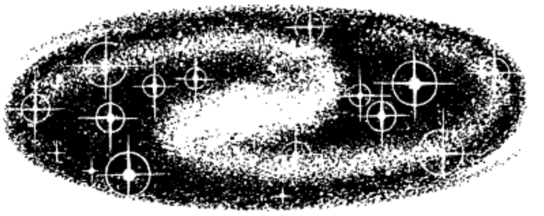
During the planning stage (the first two weeks) I sort out what the general storyline is going to be about, and decide what I will include in it (in a general sense). This stage I call the 'Skeleton'. For example, the Skeleton stage of Book 2 comprised of six separate sections:

1. The Voyage to Durenor & shipwreck
2. Visit to Ragadorn
3. Journey from Ragadorn to Port Bax
4. Port Bax to Hammerdal
5. Audience with King Alin / retrieval of the Sommerswerd
6. Return to Sommerlund & sea battle

It was not until I was actually writing the adventure that I created most of the characters, the incidents *en route,* and the tricks and twists in the plot (such as the assassination attempt on Lone Wolf's life during the coach journey to Port Bax).

I have written all of the Lone Wolf adventures, with the exception of the last one (The Masters of Darkness) in longhand, after which I then shuffled all 350 hand-written entries into proper order and typed up the final manuscript ready for delivery to my publisher. For Book 12, however, I wrote it entirely on a personal computer using a word processing package. It was so much easier that I only wish I'd used a computer when I started writing Lone Wolf solo-adventures back in 1983!

Computer users may be interested to note that I am currently using an Amstrad CPC6128 Disc (colour monitor), with one extra drive. My word processing software is PROTEXT by Arnor Ltd.



If the Crystal Explosive, featured in Section 301 of *'The Dungeons of Torgar',* was so powerful that is completely destroyed Torgar's iron gate, how come it didn't destroy the surrounding wall which was only made of stone?

(Lee Niven, Tavistock)

The Elder Magi designed this magical explosive to destroy only the iron gate, leaving the surrounding masonry intact. Were it simply a very powerful charge then the entrance to Torgar would have been sealed off in the resulting explosion, and, most likely, the cause-way would have collapsed as well.

****

Are the Powerstaves, like the one that appeared in *'The Dungeons of Torgar'* (ref. 252), manufactured by the Nadziranim in Helgedad? If so, how did Shasarak come to have one in the Grey Star series?

(Stephen Roe, Bristol)

The Powerstaves, as used by the Ziran during the Battle of Cetza, are very rare. They number only five, and were created by the Nadziranim who serve Gnaag in Helgedad. Shasarak's Powerstave was not a Nadziranim weapon; he created it himself.

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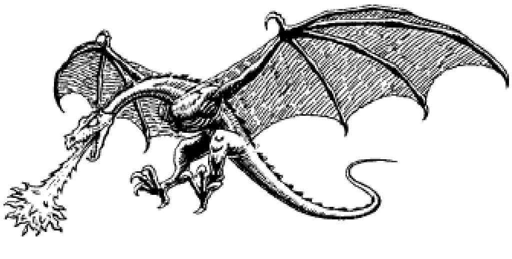


Where in Sommerlund was Lone Wolf born, and in what year?

(Peter Wilkinson, Cheshire)

Lone Wolf was born in the year MS 5035 and raised in the village of Dage, situated ten miles south of Toran

****

What, if any, is the difference between a Drakkar and a Drakkarim?

(Nathan Worrell, Grimsby)

There is no difference between the two: Drakkar is simply the singular of Drakkarim (i.e. one Drakkar, two Drakkarim).

A STORM AT DAWN

TEXT BY JIM CLARKE
ART BY MIKE McLEAN

* * * * * * * * * * * * * * * * * * * *

The following short story was sent in by LWC member Jim Clarke, best known for his scripting of the Lone Wolf comic strip which appeared in the last two newsletters. His story is set just after the events of 'THE KINGDOMS OF TERROR' (MS 5058).

* * * * * * * * * * * * * * * * * * * *

Darklord Gnaag's fingers tightened around Nadazgada, his evil blade. Before him on the ground lay the prostrate body of Darklord Unc, late Lord of Aarnak.

"Take him away!" he barked at the stunned Xaghash that populated his throne room in Mozgôar. As the body was dragged away, Gnaag turned to address the remaining Darklords that he had summoned.

"You now know the price of trying to oppose me," he rasped. "Be warned: I will not punish the next traitor so lightly. Divert your efforts instead to stopping Lone Wolf. I want him dead. Now… get out of my court."

The evil warlords began to file out of Gnaag's throne room, muttering under their breaths. They all knew now. Gnaag's succession to the throne of Helgedad was complete. Gnaag knew it as well. Not one of them would be able to oppose him now, except maybe… "Ghurch!"

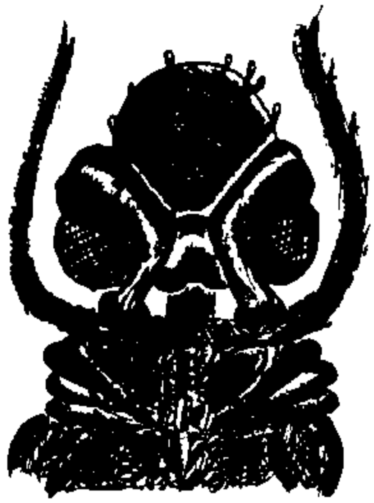
The shout echoed around the throne room, freezing everyone who heard it. It was not so much an address as a command. Darklord Ghurch's mottled skin paled as he turned to face Gnaag.

"My Lord?"

Gnaag's insect-like eyes bored into him.

"I wish to see you… alone. The others will leave."

The remaining fifteen shuffled out of the throne room in haste. They had no wish to witness what Gnaag undoubtedly had in store for Ghurch. Once they had left, Gnaag spoke again.



"Your Helghast spy speaks of a second Kai Lord?"

The trembling Ghurch exhaled deeply and slowly relaxed. Gnaag obviously suspected nothing.

"Indeed so, Archlord," he replied. "He was posing as a noble in Talestria when we heard tell of a Kai called Dawn Storm. The rumour seemed unfounded, a ruse to divert the attention of my spies, I thought, while those behind it go about their schemes unseen."

"So you dismissed the matter?" enquired Gnaag.

"Yes, until I received a report from another Helghast. Apparently, a figure cloaked in the grey of a Kai Master had been seen near the monastery by a Giak scouting party."

"Lone Wolf?" prompted Gnaag, toying nervously with the hilt of Nadazgada.

"No, Archlord," stated Ghurch. "He was in Dessi with the accursed Elder Magi at the time."

Gnaag nodded his grotesque head, thinking.

"So this 'Dawn Storm' is currently in Sommerlund? Any mention of him in Holmgard?"

Ghurch shook his head vigorously. "I've only got two spies in Holmgard, and neither have heard anything about another Kai. It seems the Sommlending are trying to keep him secret, Archlord."

"And failing in the attempt. He must be training at the monastery, preparing for something. Whatever it is, we cannot let Dawn Storm succeed. Use anything you deem necessary, short of invasion, to deal with him. We're not ready for war . . . just yet."

A faint smile touched Gnaag's hideous lips.

"You know me, my Lord; a Master of subterfuge."

Gnaag's eyes narrowed and he shifted slightly on his throne.

"Yesssss…," he hissed quietly under his breath, "I'd noticed."

The old woman wheezed heavily as she handed the young man his sword belt.

"I still say that you're mad to even consider a hunting trip in the Durncrag Mountains, what with the Giaks there, an' all. Did you not hear them calling to each other last night?"

"I did," confirmed the jet-haired warrior. "They're what I'm hunting."

The old woman began cackling. "I knew you were mad," she wheezed. "Look…!" She raised a wizened arm to point at the ominous black clouds in the sky above. "We'll have a storm before morning, mark my words."

The young man smiled grimly, then slung his backpack over his shoulders and strode away from the crone's house where he had spent the night. Ahead loomed the watchtower at Shadow Pass and, beyond that, the craggy mountain peaks. Giak country. He shivered and reached inside his tunic for his flask of kourshah. His flask was there, but his heart skipped a beat as he realised that something else wasn't.

Suddenly, a little girl came running up to him crying, "Wait! You forgot your ball!"

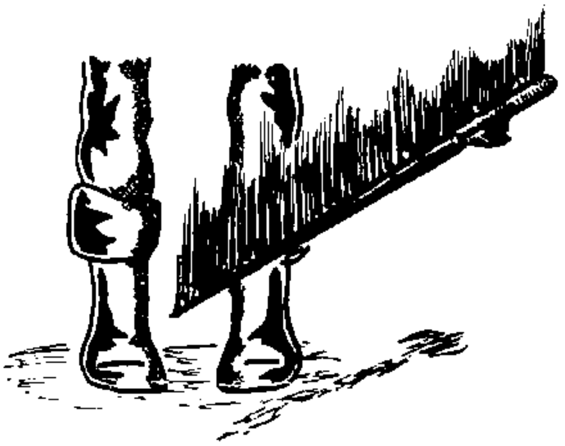
Dawn Storm breathed a sigh of relief. “Thank you, Lubie,” he said, taking the opaque green ball from her hand, “I thought I’d lost it.”

He placed it carefully inside his tunic after close inspection.

“You’d better be running along, Lubie,” he said kindly. “Lorin will be coming off the garrison’s night watch just about now. If you hurry, you might see him.”

As the little girl skipped away to meet her brother, he thought back to the times he had stood outside the Guildhall in Toran, waiting for his brother Banedon. He suppressed his sorrow as he remembered that he would never see Bane-don again.

Wrapping his cloak around him, he passed beyond the watchtower and began the difficult climb into the Durncrags. He had been climbing steadily for an hour when he came across a Giak scouting party. Luckily, they hadn’t seen him ascending. They were approaching the crag in which he knelt in hiding, when suddenly Dawn Storm appeared from behind a rock and, placing his sword upon the ground, he surrendered.



In the outpost in the Durncrag Mountains, Dawn Storm was brought before Darklord Ghurch of Ghargon.

“So you are the second Kai!” he hissed. “A Kai warrior would die before surrendering to me. Why did you?”

Dawn Storm levelled his eyes at Ghurch, then spoke in a whisper. “In private, Darklord.”

Ghurch nodded and dismissed all the Giaks and Helghasts from his room with a wave.

“Speak!” he rasped once all had gone.

Dawn Storm reached inside his cloak and produced a green orb which, when he offered it to the Darklord, turned as black as night.

“What sorcery is this?” bellowed Ghurch.

“It’s a Soulstone,” replied Dawn Storm.

“It reveals the intentions of a person’s soul by its colour. It acts as a lie detector, but it has other secrets that I may be willing to reveal for a price.”

“What price?” demanded Ghurch impatiently.

“When your armies invade and subdue the realms of Magnamund, I want Sommerlund as my fief.”

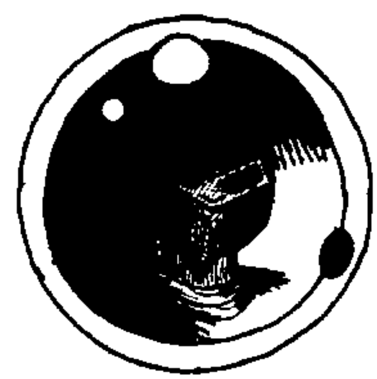
“Granted!” hissed the Darklord. “Now give me this Soulstone.”

“As you wish,” replied Dawn Storm, “but there is something you really ought to know…

Suddenly the room was filled with a blinding white light, a swirling effervescent vortex. Darklord Ghurch screamed once, then…silence. The light shimmered and was gone; and so was Ghurch. In the corner of the room, a dying man wrapped in a grey cloak smiled weakly.

“You should know… only a… Sommlending may wield the orb…” he gasped. Then he glanced out of the window. Dawn was breaking, and with it the storm.

“The old woman was right.” He smiled wistfully. Then his body slumped forward and lay awkwardly upon the cold, hard floor. He was dead.



Gnaag crumpled the parchment in his skeletal hand and threw it disdainfully to the floor.

“So both Ghurch and the Kai Lord Dawn Storm are dead,” he murmured, speaking his thoughts out loud. “Perhaps all is not as bad as it first appeared. I am rid of two enemies—now I can progress with my plans with only Lone Wolf to worry about. And his turn will come.”

Around the throne room of Mozgôar the Xaghash hissed their approval. One thought, however, still gnawed at Gnaag’s mind: What form of weapon had the Kai used to kill a Darklord?

“A Soulstone, sire,” repeated Banedon respectfully. “A gift from the Goddess Ishir herself.”

King Ulnar’s noble features wrinkled into a puzzled expression.

“Allow me to summarize,” he said, casting his eyes around the court of Holmgard before proceeding. “This Soul-stone was discovered in our Guildhall, before the portal that leads into the never-realm, that place the Ancients called ‘the Daziarn’.”

Banedon nodded, his blond hair swept back by the sudden draft as Baron Tor Medar, the King’s chief advisor, entered the throne room.

“I apologise for my absence,” he said as he bowed to the king. The King continued.

“As I was saying, the following night, one of your men-at-arms dreamt of this Soulstone and of the Goddess Ishir?”

“That is correct, sire,” confirmed the breathless baron. “It was Banedon’s brother. He claimed that Ishir had sent us the Soulstone because a new Darklord power was rising. He said that he knew how to destroy Gnaag of Mozgôar. He explained his plan; it was flawless.”

The King sighed sadly.

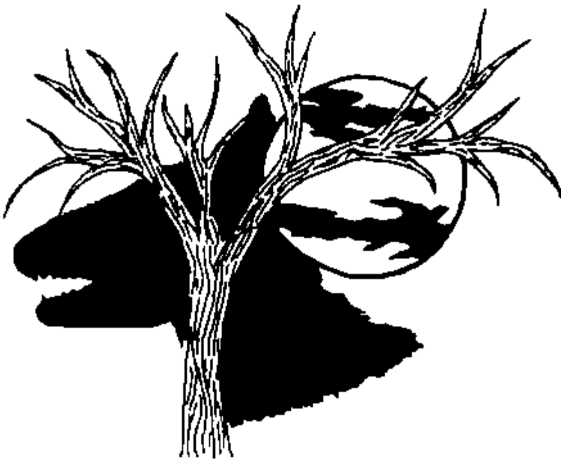
“To pose as a second Kai Lord and surrender to the Darklord forces in the hope of getting close enough to Gnaag to use the Soulstone. He didn’t foresee that Gnaag would send another to deal with the threat of a second Kai.

Banedon shook his head. “No sire. It seems the Soulstone had power enough to destroy one Darklord utterly, though it could not distinguish between Ghurch and Gnaag. Also, it had to draw on the life-force of a Sommlending to trigger the release of its destructive power.”

"A suicide mission, then," said the King, quietly. "Well, let it be known that Ishir deemed your brother worthy of Kai rank. Therefore I proclaim your brother to be Dawn Storm, Kai Lord, though the honour is posthumous. Still it seems our only hope lies with the actions of Lone Wolf, the last of the Kai."

Banedon nodded solemnly, then turned to leave. As he passed out of the royal court, a single tear fell to the marble floor.

"It always did."



EPILOGUE

The story of Dawn Storm was never revealed to the Sommlending people for fear of the damage it would do their morale. Archlord Gnaag was quick to claim responsibility for Ghurch's death, and neither Sommlending, nor any slave of the Darklords that knew the truth, ever revealed what exactly had come to pass. Firelan, *Dawn Storm,* brother of Banedon, never officially existed.

* *

KAI STORY COMPETITION

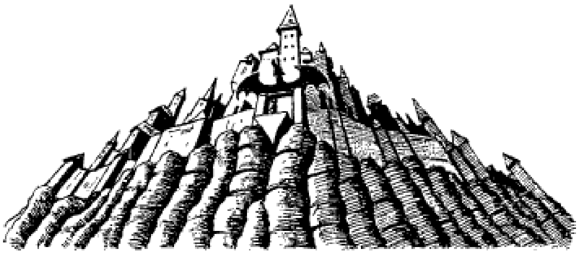
If you enjoyed Jim's tale and would like to have a go yourself at writing a short story set in the world of Magnamund, now's your chance! We're inviting all members to submit a short story, of no more than 500 words in length, based on characters and information available in the Lone Wolf books (including the Magnamund Companion). The submissions will be divided into three age groups: Under 11s; 12s to 14s; and 15s and over. Those judged to be the best in each category will win a SCEAFFER CALLIGRAPHY GIFT SET, and signed pre-publication copies of THE MASTERS OF DARKNESS—the final book in the Magnakai Quest series. In addition, all winning entries (and runners-up of exceptional merit) will be published in future editions of the club newsletter.

The entries will be judged on originality, writing style, and accuracy of detail. If you would like your entry returned after the judging, please enclose a SAE.

All entries should be sent to:

LONE WOLF CLUB
SHORT STORY COMPETITION
C/o Beaver Books
Brookmount House
62–65 Chandos Place
London. WC2N 4NW

Please remember to include your name, address and age. Closing date for all entries is 1st April 1988.



The Prisoners of Time

IMPROVED DISCIPLINES

SCION-KAI

Weaponmastery
When entering combat with a weapon they have mastered, Scion-kai may add 4 points (instead of the usual 3 points) to their COMBAT SKILL. Also, when in combat without a weapon they lose only 1 point from their COMBAT SKILL.

Invisibility
Scion-kai are able to alter their physical appearance at will in order to deceive an enemy. The duration and effectiveness of this deception increases as a Kai Master rises in rank.

Pathsmanship
Scion-kai with this ability are able to converse with any sentient creature. They are also able to make them-selves invisible when subjected to any psychic or magical spells of detection.

Psi-screen
When engaging in psychic combat Scion-kai are able to absorb and control some of the energies directed at them. By deflecting or inducing the hostile energy they can either reduce the damage they sustain, or increase the power of their own psychic attacks.

Divination
Scion-kai are able to leave their body in a state of suspended animation and, in spirit form, explore their immediate surroundings unhindered by physical limitations. This ability is called 'spirit walking'. The length of time a Kai Master can spirit walk increases as he rises in rank. When the spirit is separated from the body in this fashion, the body remains inanimate and vulnerable to attack. If a Kai Master's body is killed whilst he is spirit walking, his spiritual self will also cease to exist, and vice versa.

The nature of any additional improvements and how they affect your Magnakai Disciplines will be noted in the Improved Disciplines section of the next Lone Wolf adventure.

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: TALHAH MALIK
Age: 13
Address: England
Hobbies: Lone Wolf, Fighting Fantasy, Way of the Tiger, nature & wildlife books.
Would like a pen-pal (boy or girl) with similar or different interests.

Name: SIMON BOUND
Age: 14
Address: England
Hobbies: Reading, Lone Wolf, RPGs, most sports (especially cricket), writing.
Would like a pen-pal (boy or girl) aged 13 / 14—any interests.

Name: JAMIE DAVIES
Age: 12
Address: Scotland
Hobbies: Football, sport & computers.
Would like an American pen-pal, preferably female, aged 11–13.

Name: SIEW MENG EE
Age: 12
Address: Singapore
Hobbies: Lone Wolf, Grey Star, Greek mythology, comic books.
Would like a pen-pal, aged 11–13, who is good at keeping secrets!

Name: LUKE HOUNSOM
Age: 12
Address: England
Hobbies: Astronomy, writing gamebooks, Lone Wolf, FF, Falcon, etc.
Would like a pen-pal (boy or girl) of similar age and interests.

Name: SEAN KANE
Age: 15
Address: W. Germany
Hobbies: Lone Wolf, RPGs, music, reading, cinema, writing.
Would like a pen-pal (boy or girl) of similar age and interests.

Name: MICHEAL R. TWYMAN
Age: 13
Address: England
Hobbies: Lone Wolf, FF, Combat Heroes, World of Lone Wolf, computers (Acorn Electron)
Would like a pen-pal (boy or girl) with similar interests (aged 11–13).

Name: IAN CHERRY
Age: 17
Address: England
Hobbies: Lone Wolf, D&D, computers (Spec 48K), FF (just about!), miniature figure painting, wargames.
Would like to contact Robert Weighill, or anyone else heavily into Lone Wolf.

Name: SIMON BLACKBURN
Age: 12
Address: England
Hobbies: Lone Wolf, Grey Star, films, horror books, FF & Rambo!
Would like to contact a boy or girl aged 11–13, with similar interests.

Name: SIMON EDGAR
Age: 12
Address: England
Hobbies: Football (Liverpool), Lone Wolf, FF, D&D, comic books, chemistry (especially experiments with nitro-glycerine!!!)
Would like a boy pen-pal who detests Tottenham Hotspur!

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

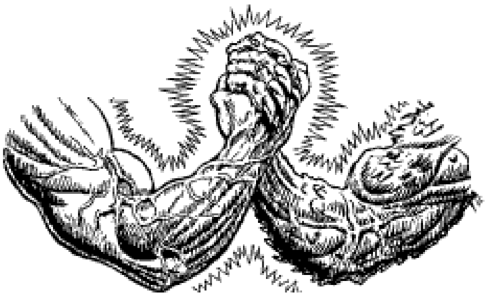
....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

News from the Monastery

The penultimate episode of the Magnakai quest—*'The Prisoners of Time'*—will be published on the 10th of December (see the LWC Book Order page for details of how to obtain a signed copy). After having been tricked by Darklord Gnaag at the end of *'The Dungeons of Torgar'*, this latest adventure begins with your passage through the Shadow Gate and your arrival on the Daziarn Plane. Somewhere in this supernatural world are the two remaining Lorestones of Nyxator. You must find them both, and discover a way back to Magnamund, if you are to fulfil your vow to avenge and restore the Kai to their former glory. Those fortunate few who have already read the manuscript of *'Prisoners'* describe it as the most imaginative adventure Joe has yet written, full of twists and surprise encounters. Much about Lone Wolf that has hitherto remained a mystery (such as his early days before he joined the Kai) is finally revealed, and there is even a face-to-face encounter with his creator—the God, Kai!



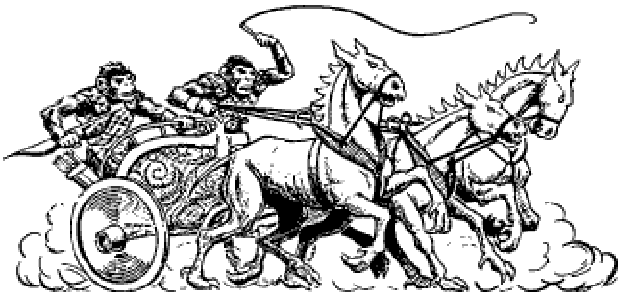
Recently, Joe completed the final episode of the Magnakai Quest entitled *'The Masters of Darkness'*, which is currently being illustrated by Brian Williams. It is due for publication next April, and will be featured in more detail in a forthcoming newsletter. Fans of Lone Wolf will be pleased to hear that the Kai Lord's adventuring days do not come to an abrupt halt when finally he reaches the rank of Kai Grand Master. Joe has planned a 'Grand Master' series of adventures that will chronicle Lone Wolf's crusade against new forces of darkness that are sent by Naar to avenge his defeat of the Darklords. The Grand Master series is scheduled for publication in about 18 months' time, after the release of a completely new series of adventures that Joe is writing at this very moment…!

July 1988 will see the release of the first in a four-book solo adventure series entitled *HIGHWAY WARRIOR*. To whet your appetite, here's the text that will appear on the back of the first book, which is called 'Freeway Firestorm':

> *"America 2020 AD. Eight years ago, the terrorist agents of H.A.V.O.C. triggered a nuclear nightmare that devastated the northern hemisphere, its radioactive aftermath claiming all but a few lucky survivors. Patiently, in scattered colonies deep underground, these survivors have been waiting for the earth to heal itself, waiting for the day when they could walk once more upon the surface of their shattered world. That day has come, but the real battle for survival has only just begun…*
>
> *"You are Cal Phoenix, the Highway Warrior, champion and protector of Dallas Colony One. A murderous gang of H.A.V.O.C. clansmen, led by the brutal Mad Dog Michigan, are bent on destroying your fragile colony as it crosses the wastelands of Texas on the first stage of a life-or-death exodus to the California coast. These bike-riding clansmen are a formidable foe: armed, cunning, and extremely dangerous, capable of launching a lightning raid at any time, day or night. You will need all your wits about you if you are to defend your people and reach your destination alive."*

The Highway Warrior series will be illustrated by Melvyn Grant, who is perhaps best known for his sci-fi book covers, especially those of fantasy / sci-fi authoress Tanith Lee. Stay tuned to 'Monastery Mailbag' for more details about HIGHWAY WARRIOR in the new year.

Ever since 'The Cauldron of Fear' was published earlier this year, many members have written in asking what has happened to Gary Chalk. Has he been kidnapped by a Giak snatch-squad? Is he wallowing in the depths of Torgar awaiting the arrival of Lord Adamas? Has he fallen into a Shadow Gate? In fact, as many of you may already know, Gary left the Lone Wolf project after illustrating 'The Jungle of Horrors', and began work on his own series of solo adventure picture-books for publisher Hodder & Stoughton.



They are presently awaiting publication and are expected in the shops sometime early in the New Year. Recently, he rejoined Games Workshop as a Games Designer / Illustrator and is currently at work on fantasy wargame supplements for their 'Warhammer' rules system.

In April 1988, not only will you witness the release of the last Magnakai Quest adventure, You will also see the re-launch of the entire Lone Wolf series, with each reprinted title sporting new cover art (…see, we told you to hang on to those Lone Wolf first editions; they're getting rarer and more valuable every year!). Also in April (possibly May) is scheduled the release of the LONE WOLF GAME, a boxed-format fantasy adventure game in which you get to role-play one of nine heroic characters who have appeared in the Lone Wolf series (Lord Paido, Viveka, Gwynian the Sage, Nolrim the Dwarf…, to name just a few). The game has been designed by Joe Dever and it involves searching for loot and magical treasures beneath the Durncrag Mountains. It is not too difficult to play, yet it is very exciting, and can also be played solo. The price is expected to be around the £14.95 mark, but special discounts will be made available to Lone Wolf Club members.

Also coming in 1988 is the launch of a new range of Lone Wolf software based on Books 1 to 4. They are being produced by Supersoft, and should be available in the spring for owners of the Commodore, Spectrum, Amstrad and Atari personal computers. Although based on the original four LW titles, the programs will contain completely new monster encounters, tricks, traps and puzzles to ensure that experienced Kai Lords who are familiar with the books will not be able to waltz through the programs with ease. You have been warned!

And finally, a Lone Wolf comic strip is being prepared for publication in a new EMAP magazine aimed at teenage boys, which should be making its debut in (yes, you've guessed it!) …April 1988. Leo Hartas, illustrator of the Golden Dragon and Dragon Warriors gamebooks, is working closely with Joe Dever on what could very well turn out to be a work of gargantuan proportions. Their aim is to translate the entire Lone Wolf saga (all twelve solo gamebooks) into twelve large-format comic books, which in turn will be serialised in the forthcoming magazine. First drafts of the 'Flight From the Dark' story will be previewed in the newsletter early next year. Watch this space…

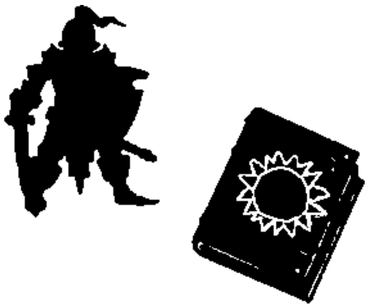
HURRICANE HITS SOUTH-EAST ENGLAND

If you were wondering why it took so long for this issue of the Club newsletter to drop through your letterbox, the answer (incredible as it may seem) is that this issue is, in fact, the second version of Newsletter No. 9 to have been prepared since the Summer Special. The first one was destroyed when, in the early hours of October 16th 1987, a hurricane struck the normally calm and temperate area that is the southeast corner of Great Britain. It demolished the roof of a tiny sub-post office in the middle of Essex wherein lay the original masters of then original version of Newsletter No. 9, and in the ensuing rainstorm, the original newsletter was reduced, along with several hundred other pieces of mail, to a brown sludge that resembled the contents of a Giak's stomach. News of this grievous loss was slow in filtering back to the Monastery, hence the unfortunate delay in the appearance of Newsletter No. 9 (Mk 2).

**PLEASE NOTE* Results of the Word Search Competition, and the 'Flight From the Dark' comic strip, are to appear in the New Year's Special '88, due out in January.*

LONE WOLF

LONE WOLF CLUB MEMBERS have the EXCLUSIVE opportunity to purchase individual titles, or complete sets, in the Lone Wolf / Grey Star/ Combat Heroes series, signed by author—JOE DEVER.



Send your order to:
LONE WOLF BOOK OFFER, C/o BEAVER BOOKS, 62–65 Chandos Place, London, WC2N 4NW, England.

POSTAGE CHARGES

No. books	**UK/BFPO**	**OVERSEAS**
1	0.32p	0.60p
2	0.45p	0.70p
3	0.64p	0.80p
4	0.72p	£1.15p
5	0.76p	£1.40p
6	£1.15p	£1.60p
7+	£1.42p	£1.80p

IMPORTANT: All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

Make your cheque / postal orders payable to: LONE WOLF CLUB

TITLE	**No. Req'd**		**TOTAL**
LONE WOLF 1: Flight from the Dark [*]		£2.50	
LONE WOLF 2: Fire on the Water [*]		£2.50	
LONE WOLF 3: The Caverns of Kalte [*]		£2.50	
LONE WOLF 4: The Chasm of Doom [*]		£2.50	
LONE WOLF 5: Shadow on the Sand [*]		£2.50	
LONE WOLF 6: The Kingdoms of Terror [*]		£2.50	
LONE WOLF 7: Castle Death [*]		£2.50	
LONE WOLF 8: The Jungle of Horrors		£2.25	
LONE WOLF 9: The Cauldron of Fear		£2.25	
LONE WOLF 10: The Dungeons of Torgar		£2.25	
LONE WOLF 11: The Prisoners of Time		£2.50	
LONE WOLF 12: The Masters of Darkness		N/A	
THE LONE WOLF POSTER PAINTING BOOK		£1.95	
THE MAGNAMUND COMPANION: Guide to the fantastic world of Lone Wolf.		£6.95	
THE LONE WOLF ADVENTURES: Hardcover collector's omnibus containing Lone Wolf Books 1 & 2.		£7.95	
GREY STAR 1: Grey Star the Wizard		£1.75	
GREY STAR 2: The Forbidden City		£1.75	
GREY STAR 3: Beyond the Nightmare Gate		£1.95	
GREY STAR 4: War of the Wizards		£2.25	
COMBAT HEROES 1: The White Warlord		£2.25	
COMBAT HEROES 1: The Black Baron		£2.25	
COMBAT HEROES 2: Emerald Enchanter		£2.50	
COMBAT HEROES 2: Scarlet Sorcerer		£2.50	
[*] New edition / new cover artwork	SUB-TOTAL		
	POSTAGE		
	TOTAL		

NAME……………………………………………………………………………………

ADDRESS………………………………………………………………………………

……………………………………………………POSTCODE ………………………………

LONE WOLF CLUB PRIORITY ORDER FORM

No. of Books req'd

ORDER NOW AND YOUR SIGNED COPIES OF 'THE PRISONERS OF TIME' WILL BE POSTED TO YOU, HOT OFF THE PRESSES, ON THE DAY OF PUBLICATION!

TO ORDER Just fill in your name and address in the space below, and indicate how many books you require. Send the completed form (or a copy), together with a cheque or postal order for the correct amount (made payable to the Lone Wolf Club) to:

LONE WOLF CLUB, BOOK 11 OFFER, Beaver Books, Brookmount House, 62–65 Chandos Place, Covent Garden, London, WC2N 4NW, England.

NAME……………………………………………………………………………………

ADDRESS ……………………………………………………………………………………

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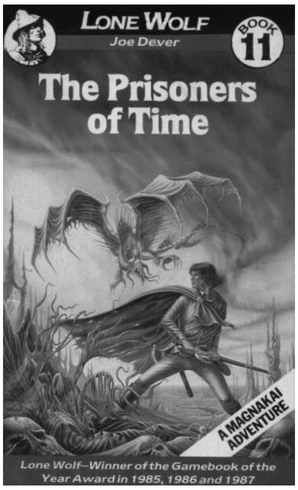

LONE WOLF
Joe Dever
BOOK 11
The Prisoners of Time
A MAGNAKAI ADVENTURE
Lone Wolf–Winner of the Gamebook of the Year Award in 1985, 1986 and 1987

THE PRISONERS OF TIME by Joe Dever, pub. date 10th December 1987. Price £2.50. Non-UK/BFPO members please add 0.60p per book p&p and allow 3–4 weeks for delivery over the Christmas period.

The Cauldron of Fear

COMPETITION RESULTS

The winner of the CAULDRON OF FEAR competition quiz which was featured in the last issue of the Club Newsletter was:

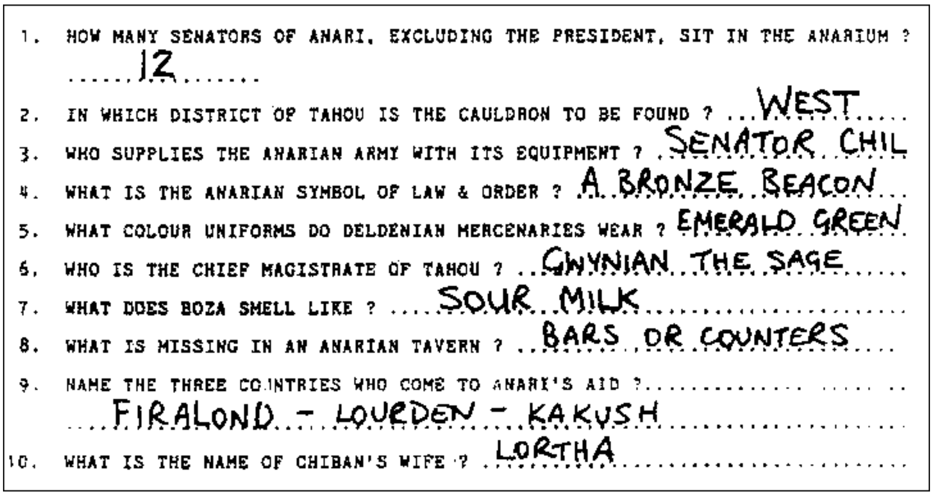
JULIA STEWART OF BOURNMOUTH

whose winning entry was the first to be drawn from hundreds that were received by the closing date (15th September 1987). Julia won a Phillips D3142P CLOCK / RADIO. The next three correct entries chosen at random were sent in by:

RUPERT DOWNES of Northants; **COLIN JACKLIN** of Gwent; **PAUL LONG** of Hull

The runners-up each received personally dedicated photos signed by Joe.

Here is Julia's winning entry form:



1. HOW MANY SENATORS OF ANARI, EXCLUDING THE PRESIDENT, SIT IN THE ANARIUM ? ......12.......
2. IN WHICH DISTRICT OF TAHOU IS THE CAULDRON TO BE FOUND ? ...WEST.....
3. WHO SUPPLIES THE ANARIAN ARMY WITH ITS EQUIPMENT ? SENATOR CHIL
4. WHAT IS THE ANARIAN SYMBOL OF LAW & ORDER ? A BRONZE BEACON...
5. WHAT COLOUR UNIFORMS DO DELDENIAN MERCENARIES WEAR ? EMERALD GREEN
6. WHO IS THE CHIEF MAGISTRATE OF TAHOU ? ..GWYNIAN THE SAGE.....
7. WHAT DOES BOZA SMELL LIKE ? ....SOUR MILK.....................
8. WHAT IS MISSING IN AN ANARIAN TAVERN ? ..BARS OR COUNTERS....
9. NAME THE THREE COUNTRIES WHO COME TO ANARI'S AID ?....................... ....FIRALOND - LOUREDEN - KAKUSH...................
10. WHAT IS THE NAME OF CHIBAN'S WIFE ? .LORTHA.........................

NEWSLETTER No. 9 CROSSWORD COMPETITION

In this issue we feature a competition crossword which was compiled by Lone Wolf Club member—Neil Fazakerley. The questions have been based on information contained in Lone Wolf Books 1–9 (inc. the Magnamund Companion). All you have to do is complete the crossword (shown overleaf), fill in your name, address and Kai rank below, then send this entire page (or a double-sided photocopy of it) to the club at the address given below.

All entries must be submitted no later than 1st April 1988. Any received after this deadline will not be counted. The winner and runners-up will be notified by post no later than 16th April 1988.

THE PRIZES

The first correctly completed crossword entry, drawn at random from those received by the closing date, will win a PULLMAN LEATHER PERSONAL ORGANISER featuring an 18 month diary, planner, & maps, with several sections for storing your personal information (size 7ins. x 5ins. x 2 ins.). The next two correct entries will win pre-publication editions of THE MASTERS OF DARKNESS, signed by Joe Dever.

NAME .... KAI RANK ....

ADDRESS ....

....

.... POSTCODE .... AGE..........

Send your completed entry to: THE LONE WOLF CLUB (CT), Beaver Books,
Brookmount House, 62–65 Chandos Place, London, WC2N 4NW.

LONE WOLF

1			2			3			4		■	5	42	6	■
	■	■		■	■		■	■		■	7	■	32		
8					■		■	■		■		■	■		■
	■	■		■	9						■	10			
11		12			■		■	■		■	■		■	■	■
	■		■	■	■	■	■	13					■	■	14
15					■	16	■	■	■	■	■		■	■	
	■		■	■	■		■	17			31		18		
	■		■	19					■	■		■		■	
20				■	■		■		■	21				■	
■	■		■	22						■	■	■	33	34	
23	35		■	■	■		■		■	24	25				
43			■	36	■	■	■	■	26	■		■	■	■	■
27			38		39	■	■	■		■		■	37	28	
	■	■	40			41	■	29							■
30								■		■	■	■	43		■

ACROSS

1. Armourer of Ragadorn (4,7)
5. When a Vordak dies it turns into this (3)
8. Lord ----- is leader of the Dessi magicians (5)
9. The sleepy jailor of the Grand palace (6)
10. The nation ruled by Warchief Zegron (4)
11. (Coupled with 6 Down) Magicians of Dessi (5)
13. Captain ----- D'val (5)
15. Leader of the Vassagonian welcoming party (5)
17. Castle Death's Vassagonian name (5,3)
19. Ruler of Castle Death (5)
20. Small village on the road to Tekaro (4)
21. "Kona" in Giak language (4)
22. Suentina is the capital of ------ (6)
23. Description on the map of Kalte (3)
24. This Crown Prince died at birth (6)
27. One of the Lorestones (6)
29. The Helghast of Ikaya claimed that this man was ruler of Ragadorn (7)
32. Kind of flat fish (3)
37. A Dwarf might be armed with one (3)
40. Plant with thick, sharp-pointed leaves and bitter juice (4)
42. Before Christ (abbrev.) (2)
43. To begin legal proceedings against (3)

DOWN

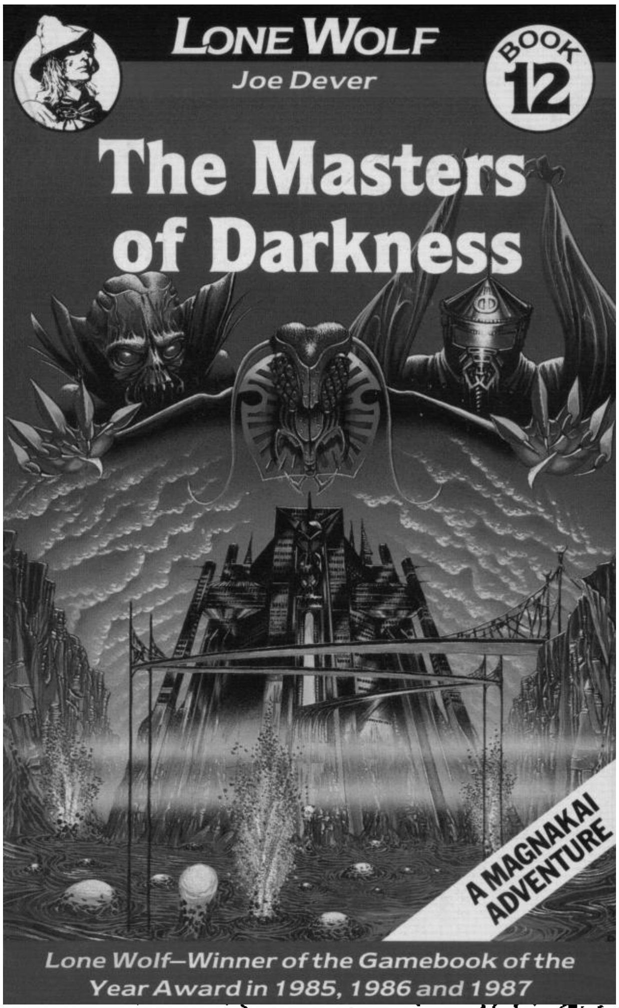
1. Home of the Gourgaz (9)
2. Vonotar's Ice Fortress (5)
3. The most poisonous creature in Magnamund (5)
4. The street where Ragadorn's armourer lives (6)
6. (Coupled with 11 Across) Magicians of Dessi (4)
7. A Ghorka is this type of animal (2)
12. Barraka's nickname (9)
14. Illusory guardian of Castle Death (7)
16. Castle Death's brain-eater (6)
18. Who did Princess Maura (later Queen Maura II) marry? (5)
23. High Priestess of the Moon (5)
25. The ----swamp is ruled over by Vag'kroag (4)
26. The Land of the Dead (4)
28. One of the Darklords killed by Gnaag (3)
30. Famous Herbwarden of Durenor (8)
31. Fuss, trouble, excitement (4)
33. Some time in the past (3)
34. To move (2)
35. A signal (3)
36. An island in the Ljuk Sound (4)
37. To chatter (3)
38. Helge--- is the Darklord Capital (3)
39. French word for 'ground' (3)
41. --re was the former name for the Republic of Ireland (2)
42. Short for Editor (2)

LONE WOLF CLUB

Newsletter No. 10

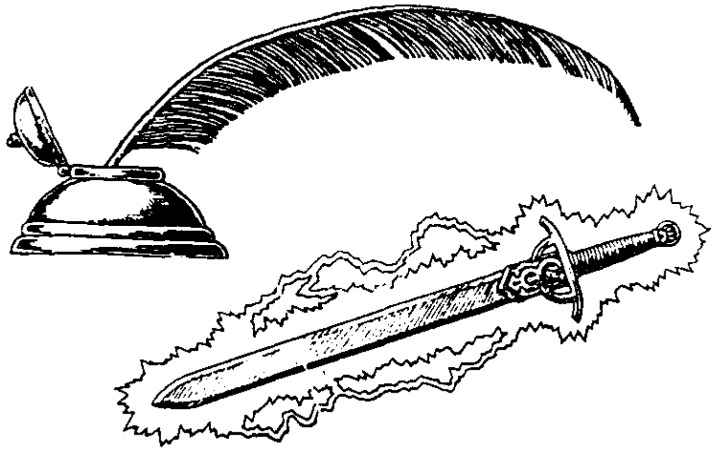
April 1988 sees the long-awaited release of **'The Masters of Darkness**' the last in the Magnakai series of Lone Wolf gamebooks. Signed copies of this epic climax to the Magnakai Quest can be ordered (post free to UK members) using the special form on page 10.

But does this mark the end of the Lone Wolf adventures as we know them? Not so! A brand new Lone Wolf project has already begun, one that will chronicle the life history of the last Kai Lord and delve in depth into the fantastic world of Magnamund. Intrigued? Then turn to the 'News from the Monastery' feature on page six and discover what it's all about . . .


LONE WOLF
Joe Dever
BOOK 12
The Masters of Darkness
A MAGNAKAI ADVENTURE
Lone Wolf—Winner of the Gamebook of the Year Award in 1985, 1986 and 1987

OUT ON APRIL 14TH
1988
DON'T MISS IT!

Monastery Mailbag



A SELECTION OF LETTERS FROM
LONE WOLF FANS

If, in a Magnakai adventure, we are instructed to eat a Meal (or lose 3 ENDURANCE points) and we do not have the Magnakai skill of Huntmastery, can we still use the basic skill of Hunting (assuming we're not in a desert or wilderness), e.g. Book 8, ref. 129?

(Krishna Camadoo, Watford)

Basically, yes you can. All Kai Masters who have completed one or more of the Lone Wolf 'basic' books (1–5) can benefit from their experience in this way. This will give them a real advantage over those who have tried only one or more of the Magnakai series books (6–12).

****

Where do the women and children of the Drakkarim live (or do they in fact exist at all)?

(Robert Weighill, Surrey)

Drakkarim society exists in their homelands, those territories that were colonized after their invasion of Northern Magnamund in the year MS 2591, namely Zaldir, Nyras, and Nyvoz. All of the Drakkarim that Lone Wolf encounters are soldiers in the Darkland army, which explains why he has never yet seen their women and children. Some Drakkarim units, notably the Death Knights, are trained from an early age and do not have families. But the others are predominantly natives of the Drakkarim homelands, or native to those lands that are policed by the Drakkarim (e.g. Ogia, Magador, Skaror, and Ghatan). The strongest Drakkarim males are automatically conscripted into the Darkland army when they reach the age of 17.

****

What happens to Lord Paido after Lone Wolf falls into the Shadow Gate at the end of Book 10?

(Nathan Worrell, Grimsby)

Sadly, I have to report that brave Lord Paido was slain by Darklord Gnaag as he tried to escape from the Shadow Gate chamber barely seconds after Lone Wolf disappeared.

When the Chaos-master died (Book 11), was the beholder of Yanis changed back to Sinay, and Serocca released from her prison?

(Micheal Hawrylkin, Cheshire)

Upon the death of the Chaos-master, the power-field that imprisoned Serocca immediately disappeared. However, where the effects of the Chaos-master's power had caused a mutation of a life form (e.g. the Beholder, the Plains of Guakor, and sections of the Nahgoth Forest) the reversal of those effects was a slow process. It took the equivalent of 10 Aon years for the Beholder to regain his former shape, and the equivalent of 25 years for the Plains of Guakor and the Nahgoth Forest to revert to their natural condition.

****

The Darklords are described as 'mortal', but mortal means human. The Darklords aren't human . . . Are they?

([Name Removed])

The dictionary definition of mortal is something that is subject to death. The Darklords are most definitely not human, but they are subject to death. A Darklord can be slain either by one of his own kind, by his creator—Naar, the King of the Darkness, or by their bane—the Sommerswerd.

IF YOU HAVE ANY HINTS, TIPS, QUESTIONS, OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO: LONE WOLF CLUB
BEAVER BOOKS
BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: JAMIE DAVIES
Age: 12
Address: Scotland
Hobbies: Football, sport & computers.
Would like an American pen-pal, preferably female, aged 11–13.

Name: LISA DIXON
Age: 11
Address: England
Hobbies: Lone Wolf, computers, reading, drawing.
Would like a pen-pal (boy or girl) aged 11–13.

Name: SIMON BOUND
Age: 14
Address: England
Hobbies: Reading, Lone Wolf, RPGs, most sports, cricket, writing.
Would like a pen-pal (boy or girl) aged 13 / 14 years old.

Name: JENS MARTIN
Age: 13
Address: Luxembourg
Hobbies: Lone Wolf, cinema, computer games.
Would like a pen-pal (preferably female) aged 12–14, with similar interests.

Name: GRAHAM J DEER
Age: 15
Address: England
Hobbies: Lone Wolf, Grey Star, D&D, music, reading, miniature figure painting, Talisman.
Would like a pen-pal, preferably female, aged 15–18, with similar interests.

Name: IAN UTLEY
Age: 15
Address: England
Hobbies: Rugby, Queen, James Herbert.
Would like a pen-pal (boy or girl)—any age or interests.

Name: DANIEL BESSER
Age: 12
Address: England
Hobbies: Computers (C64), reading, RPGs.
Would like a pen-pal (boy or girl) who can swap computer games and /or RPG's.

Name: SIMON BLACKBURN
Age: 12
Address: England
Hobbies: Lone Wolf, Grey Star, cinema, horror stories, FF & Rambo!
Would like a pen-pal (boy or girl) aged 11–13, with similar interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

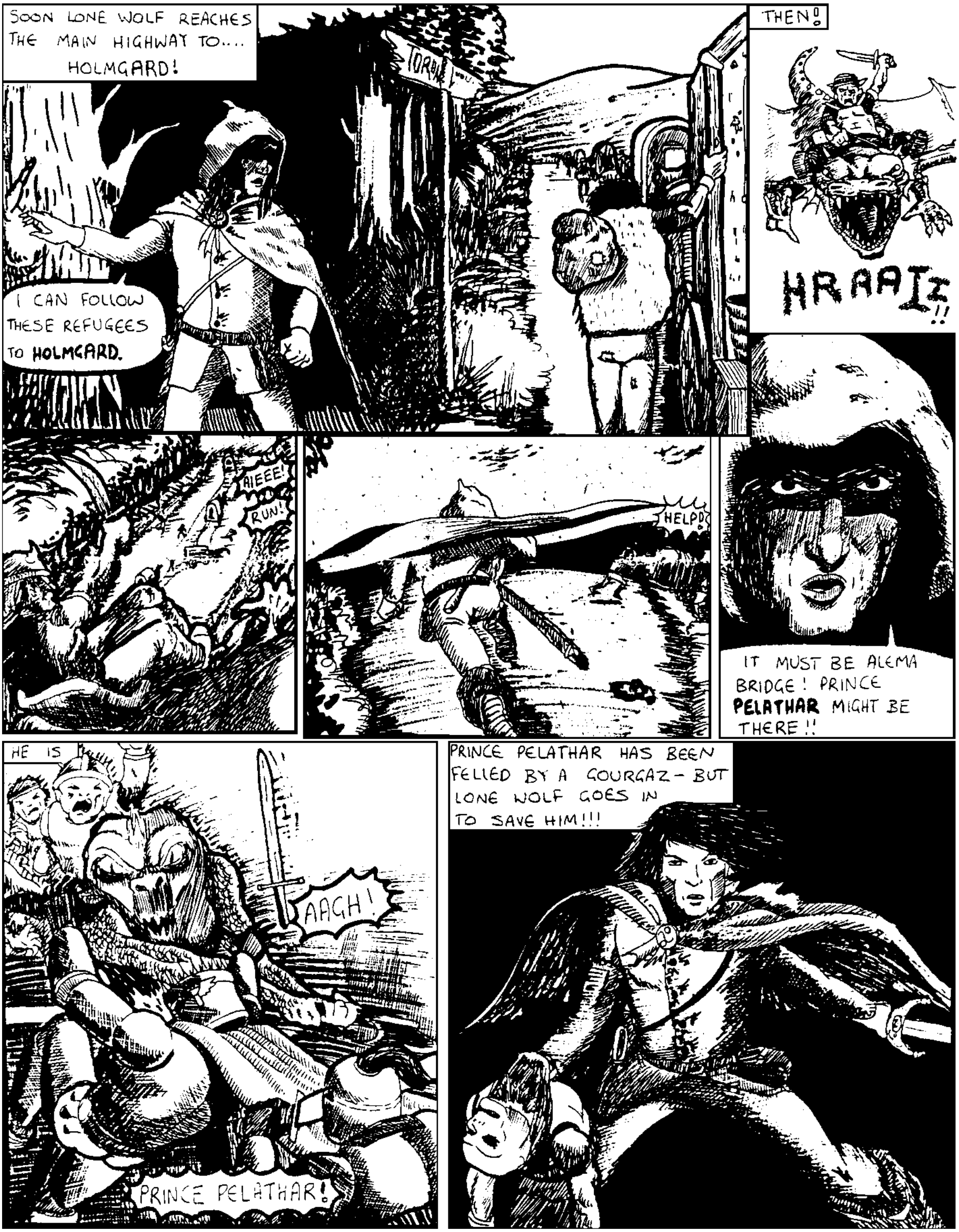
....

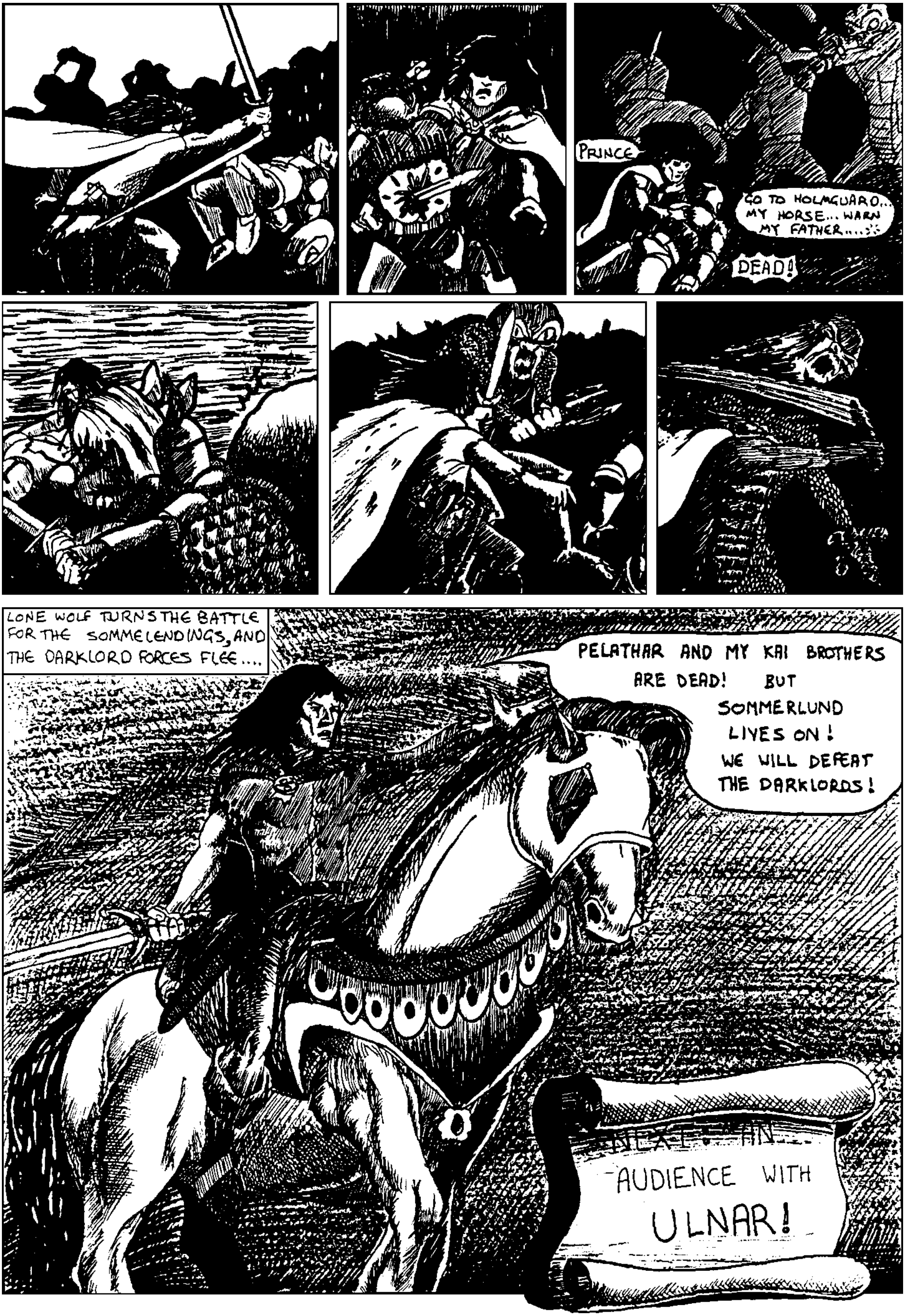
....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

THE LONE WOLF ADVENTURES

BATTLE ON ALEMA BRIDGE


SOON LONE WOLF REACHES THE MAIN HIGHWAY TO... HOLMGARD!
I CAN FOLLOW THESE REFUGEES TO HOLMGARD.
THEN!
HRAAIZ!!
AIEEE!
RUN!
HELP!
IT MUST BE ALEMA BRIDGE! PRINCE PELATHAR MIGHT BE THERE!!
HE IS
!!
AAGH!
PRINCE PELATHAR!
PRINCE PELATHAR HAS BEEN FELLED BY A GOURGAZ - BUT LONE WOLF GOES IN TO SAVE HIM!!!


PRINCE
GO TO HOLMGUARD... MY HORSE... WARN MY FATHER....
DEAD!
LONE WOLF TURNS THE BATTLE FOR THE SOMMELENDINGS, AND THE DARKLORD FORCES FLEE....
PELATHAR AND MY KAI BROTHERS ARE DEAD! BUT SOMMERLUND LIVES ON! WE WILL DEFEAT THE DARKLORDS!
NEXT: AN AUDIENCE WITH ULNAR!

News from the Monastery

CHANGING LANES ON THE HIGHWAY!

As was announced in the last Club Newsletter, Joe is at the moment writing a new series of adventure gamebooks set in post-holocaust America in the year 2020AD, the first of which will be released in July 1988. Unfortunately, unbeknown to Joe (and everyone else who is not currently working on the project at Games Workshop), the chosen series title Highway Warrior is also the name of a new car-combat game that Games Workshop intend to release about the same time. Following the announcement of Joe's new series in Computer & Video Games magazine, a letter duly arrived from GW headquarters, threatening many and various legal tortures should he dare to even contemplate using said title. Rather than argue the point and risk delaying the publication of the series, both Joe and Beaver Books have agreed to let GW use the name Highway Warrior. Therefore, henceforth, let it be known far and wide that Joe Dever's new series will be called . . . (fanfare of trumpets) . . .

FREEWAY WARRIOR

The first book (due out 14th July) will be entitled: “Highway Holocaust”, and the second book (due out end of October) will be called: “Slaughter Mountain Run”.

CRASHING ON THE FREEWAY!

Every computer user’s nightmare became an horrific reality for Joe Dever on the morning of January 14th 1988! Beaming with joy at having completed the first Freeway Warrior book ‘Highway Holocaust’, he settled down to the task of printing the manuscript (which was stored on a compact floppy disc) onto paper ready for delivery to Beaver Books. Forty pages later disaster struck . . . a mains power failure. When eventually the power returned, he discovered that 244 entries of Highway Holocaust had been reduced to meaningless scribble. “Agggggggh!” (or a slightly ruder word to that effect) was heard throughout Essex as the unfortunate author tapped frantically at the keyboard in the vain hope of retrieving five weeks’ work, but his efforts were to no avail. Now, however, we are pleased to tell you that the missing sections have all been rewritten. Joe says that, despite the agony of having to do it all over again, and the inevitable delay it caused to other pieces of work (such as this issue of the Club Newsletter for one), the story has definitely benefited from the rewrite. And the moral of the story . . . ?

ALWAYS MAKE A BACK—UP COPY!!!

FRONT PAGE NEWS! THE LEGEND OF LONE WOLF—NOW A SERIES OF FANTASY NOVELS!

Joe Dever is delighted to announce that contracts have been signed and work has already begun on a series of fantasy novels set in the world of Magnamund. Joe, together with well-known fantasy and science fiction writer—John Grant (famed for his collaborations with other authors such as Dave Langford and Colin Wilson)—are currently writing the first in what is hoped will be a long, exciting, and enduring series of books about the last Kai Lord of Sommerlund. The story begins one year before the events which take place in ‘Flight from the Dark’, enabling the authors to reveal all those details much-requested by Lone Wolf fans. Discover what life was like in Sommerlund and at the Kai Monastery; read about Lone Wolf’s family; the subterfuge that preceded Vonotar’s betrayal of the Kai Lords; and the growing menace of Darklord Zagarna. Each of the Lone Wolf novels will cover new ground, bringing to life the heroes and villains who populate the gamebooks. A joint publication of the first two books is planned for April 1989, but we shall be covering development of the series in forthcoming Lone Wolf Club Newsletters.

THE LONE WOLF GAME—PUBLICATION DELAY

The planned April release of the Lone Wolf game has been delayed due to a behind-the-scenes change affecting the game’s manufacturers—Boss Leisure Ltd.—who also produce such games as ‘Team-Tactix’ and ‘Champions’. Boss Leisure have recently been the subject of a business takeover by a certain other company who are best known for a trivial game that has virtually become a household name. Because all of the pre-production work on Lone Wolf (i.e. design and artwork for the playing pieces, board, rule-book, etc.) is complete and ready for printing, it is hoped that it will not be long before the new parent company puts it into full production. We will keep you posted of further developments.

KAI KROSSWORD KONFUSION!!!

Several anomalies have been pointed out by members who took part in last issue’s Crossword Competition. On 31 down, it states there should be 4 letters, but there is only room for 3 (3 is correct; the answer is ‘ADO’). For 33 down there should be 3 letters, whereas there is only room for 2 (33 down should have been 33 across). And there are no clues for 10 down and 17 down (10 down: Q. Blue-skinned giant? A. Ogron; 17 down: Q. Lord Paido's brother? A. Kasin.). Also, 43 across says 3 letters and there is only room for 2 [there should be three open spaces: answer ‘SUE’). Apologies to all members who were unable to complete their crosswords. To be absolutely fair, we have decided to extend the deadline for delivery of completed forms to the 31st June. Prizes remain unchanged and the winners will be notified by post by the 15th July.

LONE WOLF

Joe Dever

In the February issue of 'Computer & Video Games' magazine, Britain's best-selling computer mag, there was a special Lone Wolf feature written by Deputy Editor Paul Boughton. Paul has kindly rewritten the feature especially for Lone Wolf Club members, and we hope you enjoy it...

1

Congratulations! Your decision to read on shows you to be a person with a questing mind, ready for new experiences, eager for action, and with a burning desire to take charge of your own destiny. But beware! You will need quick wits and swift reactions to survive fantasy role-playing books and, in particular, the world of Magnamund, in which the successful Lone Wolf books are set.

If you wish to read about Lone Wolf's creator, then go to **5**.
If you want to know what a gamebook is, then go to **13**.

2

The first two Lone Wolf books: *Flight from the Dark* and *Fire on the Water* are being turned into graphical adventures by Supersoft. The plot of the games will closely follow that of the books, but Joe Dever says that fans of the books who buy the games "will find that there are new choices, encounters, and routes to follow." Originally, Supersoft had intended to release *Flight from the Dark* in April, but have recently decided to launch both *Flight from the Dark* and *Fire on the Water* together in September. For information about the machines that the game, will be made for, write to Supersoft, Winchester House, Canning Road, Wealdstone, Harrow, Middx.

If you wish to read about the Lone Wolf game, then go to 12.
If you wish to read about a Lone Wolf mini-competition, go to 15.

3

Lone Wolf is the last surviving Kai Lord. His peaceful homeland—Sommerlund—was plunged into war when one of their magicians, called Vonotar, betrayed them to their mortal enemies—the Darklords of Helgedad. They invaded and all of the Kai Lords, save Lone Wolf, were massacred. He vowed vengeance on their killers. All Kai Lords are skilled in various Disciplines, such as Camouflage, Hunting, Tracking, Healing, and Weapon skills. They also have a Sixth Sense which alerts them to imminent dangers.

If you wish to read about the World of Magnamund, go to **8**.
If you wish read about the Lone Wolf Club, then go to **10**.

4

Your decision to stop reading means that you have no staying power and, even worse, you've probably missed out on a mini-competition!

If you've changed your mind and wish to continue, go to **1**.
If you really have finished, then turn over the page.

5

Joe Dever, the creator of the Lone Wolf books, was born in 1956 in Woodford Bridge, in Essex. So far he has published eleven books about Lore Wolf, four about Grey Star, and the *Magnamund Companion*. The twelfth and final Magnakai adventure will be published in April 1988.

Years of playing adventure games, and a taste for the books of Tolkien, Moorcock, and R E Howard, inspired Joe to create his own world of fantasy.

After leaving college, Joe became a session musician with an orchestra playing what he calls "elevator muzak—the sort of stuff you hear in hotel corridors." Later, he worked as a recording engineer with Virgin Records. In 1977, while working in Los Angeles, Joe first encountered *Dungeons & Dragons*.

"It was then very much in its infancy," says Joe, "but I could see its potential and I got into playing the game." From then on he became hooked on its concept, and developed it for use in his own adventure games.

And five years later, in 1982, Joe won the *Advanced Dungeons & Dragons* world championships, held before 16,000 people at Origins, the major US games convention held in Baltimore. He was the only British competitor.

But before that triumph, back in England, Joe started to host D&D games for the band, who were recording at Virgin's Manor Studios in Oxfordshire.

"It was while I was creating these early games that I started to develop a world in which the characters could operate."

The world he created was vast and complex, with its own myths, legends, heroes, villains, races, animals, and languages. Originally Joe intended this world to simply form the background to his own fantasy games. But it was destined to become the world of Magnamund, and background to the Lone Wolf saga.

If you want to know more about Magnamund, then go to **8**.
If you want to know more about Joe, turn to **7**.

6

Joe Dever has also written four books in a series called *Combat Heroes*. Each book can be played as a solo adventure or, when combined with its companion book, two people can play a combat 'duel'.

Together with Ian Page, Joe also produced a 4-book series of adventures entitled *Grey Star*, all about a Shianti magician from the southern continent of Magnamund.

If you wish to read about the Lone Wolf computer games, go to **2**.
If you wish to finish reading this feature, turn to **4**.

7

The advent of punk rock saw Joe make the decision to quit the music business. The Sex Pistols and New Wave music wasn't for him. It was a momentous decision; he ended up running a games shop in central London where one of his regular customers was illustrator Gary Chalk.

If you want to know more about Gary Chalk, then turn to **16**.
If you want to know more about Joe, turn to **9**.

8

The *Lone Wolf* series of books are set in the vast and complex fantasy world of Magnamund. Joe Dever has invented more than 18,000 years of its history, and documented all of its geography, nations, creatures, myths; legends, and gods. Together with Gary, Joe Dever produced the *Magnamund Companion,* a lavishly illustrated guide to this fantasy world. It's a must for those captivated by the Lone Wolf books and is published by Beaver Books (£6.95).

If you wish to read about Joe Dever's new *Freeway Warrior* books, then go to **14**.
If you wish to read about the Lone Wolf computer games, turn to **2**.

9

Role-playing games have always had a 'cult' following, but Joe wanted his adventures to have a much wider appeal. The format of paperback gamebooks was an ideal form in which to tell the saga of Lone Wolf, for never before had there been a long series of books in which the reader actually plays the part of the main character.

Drawing on the 18,000 years of history that he had created for his games, Joe set about writing the first Lone Wolf book. Gary Chalk illustrated it.

"I wrote the first book in September 1983. I rented a small cottage in Cornwall, and during my annual two weeks holiday, I went there on my own, with a typewriter and lots of paper, and wrote the first adventure *Flight from the Dark*."

The popularity of Livingstone and Jackson's *Warlock of Firetop Mountain* had alerted publishers to this new style of writing.

"I picked three of England's top publishing houses and offered them *Flight from the Dark*," says Joe. "They all wanted it, but in the end it was Sparrow Books, part of the Hutchinson Publishing Group, which signed me up."

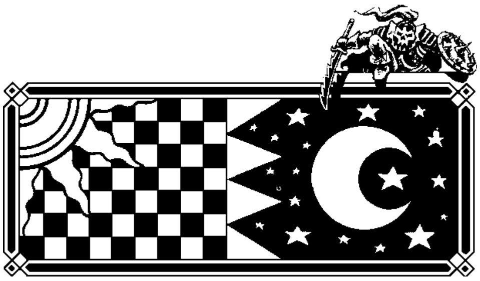
The first book was an instant success and the other Lone Wolf books soon followed suit. Lone Wolf books have won Gamebook of the year awards in 1985, 1986, and 1987.

If you want to know about how Joe writes the books, then go to **11**.
If you want to know about Joe's future plans, then go to **14**.

10

The Lone Wolf Club offers readers the chance to become more involved with the fantasy world of Magnamund. Joe writes a regular newsletter to members and the club offers competitions, events, and the chance to collect Lone Wolf souvenirs, and signed copies of the books as they are released. Joe also hosts special *Battle Days* for club members, at his home in Essex. Those who attend are able to play specially designed fantasy wargames, umpired by Joe, using some of his huge collection of fantasy miniatures. His collection totals more than 15,000 figures and is one of the largest of its kind in the world.

If you wish to stop reading this feature, go to **4**.
If you want to read about Joe's future plans, go to **14**.



11

From the very start, Joe saw the Lone Wolf series running for 12 books. "I planned the books as a series, rather than just as 'one-offs'. Having completed all of the background details about Magnamund, I knew the whole story of Lone Wolf and was able to break it down into separate books, each with its own climax. It was then simply a case of writing each episode in the series."

Joe makes it sound incredibly easy. But it is tremendously hard work getting the books down on paper. He says: "On average, I'm doing four or five books a year. Sometimes six. It's a demanding lifestyle, but it has its rewards. I get over a hundred letters a week, from fans all over the world. It's nice to know, especially four years after the first book was published, that millions are enjoying the series. Still, it's not easy—I usually work about 10 to 12 hours a day, six days a week, and sleep on the seventh!"

If you wish to read about the Lone Wolf Club, turn to **10**.
If you want to enter the Lone Wolf Club mini-competition, turn to **15**.

12

A role-playing board game featuring Lone Wolf will be coming out this year. Release was scheduled for April, but due to production delays [see *News from the Monastery* for more details] the release has been put back to later in the year. The game is not just targeted at Lone Wolf fans; it should appeal to fantasy fans of all ages.

If you want to read about the Lone Wolf computer games, turn to **2**.

If you wish to read about Lone Wolf, turn to **13**.

13

The wonderful thing about role-playing gamebooks is that the reader plays the hero, the main character of the story. Your decisions are his decisions. Whether you succeed in completing the book's quest or task is entirely up to you.

Normally you can equip yourself with a selection of weapons and personal skills. Every so often you are confronted with decisions, battles, or puzzles, and a series of options for you to choose from—just like this feature. Will you do this or that? The decision you take could send you off into another part of the adventure, end it immediately, or allow you to progress. During the adventure, decisions you make will affect your points in, say, COMBAT SKILL or ENDURANCE. When you have to battle with some person, a monster, or some other creature, the outcome could depend on your current points status. Unlike other gamebooks, in Lone Wolf you can actually carry over the points, skills, and items you have found, from one book to another. But at the same time you do not have to play the first book in the series in order to play or enjoy subsequent books.

If you wish to read about Lone Wolf, turn to **3**.

If you wish to read about Joe Dever's other role-playing gamebooks, then go to **6**.

14

The twelfth and final book in the Lone Wolf Magnakai series, *The Masters of Darkness*, will be published in April. But Joe Dever fans need not despair. He is already hard at work on his next gamebook series called *Freeway Warrior*, set in Texas in the year 2020AD, following a nuclear holocaust that has devastated the northern hemisphere. The disaster was caused not through war but by terrorism. The reader plays the part of Cal Phoenix, a young American who is protector of a group of survivors called Dallas Colony One. Joe says the series will be a cross between *The Grapes of Wrath* and *Mad Max*. The first book, called *Highway Holocaust*, will be published in July, and is illustrated by Melvyn Grant. Joe is contracted to write four books, with an option on four more.

After the first four *Freeway Warrior* books have been published, Joe plans to return to Lone Wolf with what he describes as a 'Grand Master' series which, he says, "will take the character of Lone Wolf to a much higher level of confrontation—talking to the gods!"

If you wish to read about the planned Lone Wolf computer games, turn to **2**.

It you wish to read about the Lone Wolf role-playing board game, then turn to **12**.

15

The Lone Wolf Club is running a mini-competition and giving away Lone Wolf T-shirts as prizes. All you have to do to be in with a chance of winning is answer the five Lone Wolf questions in the special section below.

16

Gary Chalk was the first illustrator for the Lone Wolf books, although Brian Williams and Brian Salmon provide the illustrations now. Gary was born in 1952 and began playing wargames at the age of 15. His interest in gaming led him to be involved in the creation of several games including *Cry Havoc, Starship Captain,* and *Battlecars,* on which he worked with Ian Livingstone.

If you want to know more about Magnamund, go to **8**.

If you want a checklist of Joe Dever's books, turn to **17**.

17

The Lone Wolf series of books consists of 12 titles: *Flight from the Dark; Fire on the Water; The Caverns of Kalte; The Chasm of Doom; Shadow on the Sand; The Kingdoms of Terror; Castle Death; The Jungle of Horrors; The Cauldron of Fear; The Dungeons of Torgar; The Prisoners of Time; The Masters of Darkness.*

The Combat Heroes series of books consist of two companion pairs: *White Warlord & Black Baron*, and *Emerald Enchanter & Scarlet Sorcerer*.

The Grey Star series consist of: *Grey Star the Wizard; The Forbidden City; Beyond the Nightmare Gate; War of the Wizards.*

In addition, there is also *The Magnamund Companion* and *The Lone Wolf Poster Painting Book (by Gary Chalk)*.

If you want to know more about the Magnamund Companion, turn to **8**.

If you want to find out about the Lone Wolf Club mini-competition, turn to **15**.

▲ Joe Dever

LONE WOLF CLUB MINI-COMPETITION

1. What is the title of Book 5 in the Lone Wolf series?

   ....

2. What is the name of Joe Dever's new series of adventure gamebooks?

   ....

3. Which company is producing the Lone Wolf software?

   ....

4. Where was Joe Dever born?

   ....

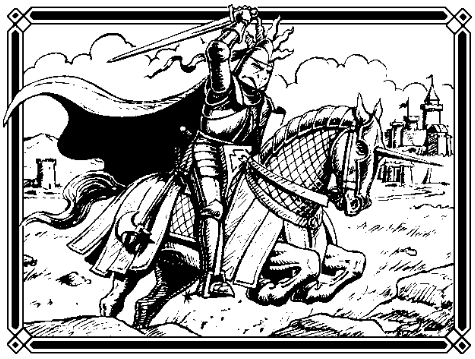
5. What is the name of Lone Wolf's homeland?

   ....

If you don't know the answers, go to 1.

If you wish to know more about the Lone Wolf computer games, turn to 2.

Send your answers on this form (or a photocopy) to: THE LONE WOLF CLUB, Mini-competition, 62–65 Chandos Place, London, WC2N 4NW, to arrive no later than 13th June 1988. The first five correct entries, picked at random from all those correct entries received by the closing date, will each receive a Lone Wolf T-shirt.



NAME ....

ADDRESS ....

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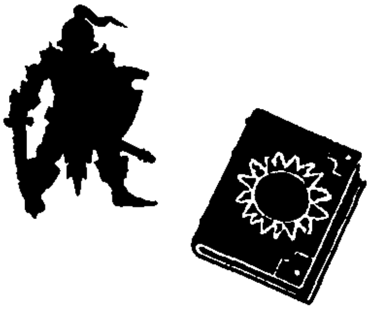
..........................POST CODE...............................

AGE ....T-SHIRT SIZE.............................

(T-shirt sizes: SM, MED, LGE, EX)

LONE WOLF CLUB MEMBERS have the EXCLUSIVE opportunity to purchase individual titles, or complete sets, in the Lone Wolf, Grey Star, Combat Heroes and Freeway Warrior series, signed by author—JOE DEVER.



Send your order to:
LONE WOLF BOOK OFFER, C/o
BEAVER BOOKS, 62–65 Chandos
Place, London, WC2N 4NW, England.

POSTAGE CHARGES

No. books	UK/BFPO	OVERSEAS
1	0.32p	0.60p
2	0.45p	0.70p
3	0.64p	0.80p
4	0.72p	£1.15p
5	0.76p	£1.40p
6	£1.15p	£1.60p
7+	£1.42p	£1.80p

IMPORTANT: All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

Make your cheque / postal orders payable to: LONE WOLF CLUB

TITLE	No. Req'd		TOTAL
LONE WOLF 1: Flight from the Dark [*]		£2.50	
LONE WOLF 2: Fire on the Water [*]		£2.50	
LONE WOLF 3: The Caverns of Kalte [*]		£2.50	
LONE WOLF 4: The Chasm of Doom [*]		£2.50	
LONE WOLF 5: Shadow on the Sand [*]		£2.50	
LONE WOLF 6: The Kingdoms of Terror [*]		£2.50	
LONE WOLF 7: Castle Death [*]		£2.50	
LONE WOLF 8: The Jungle of Horrors		£2.25	
LONE WOLF 9: The Cauldron of Fear		£2.25	
LONE WOLF 10: The Dungeons of Torgar		£2.25	
LONE WOLF 11: The Prisoners of Time		£2.50	
LONE WOLF 12: The Masters of Darkness		£2.50	
THE LONE WOLF POSTER PAINTING BOOK		£1.95	
THE MAGNAMUND COMPANION: Guide to the fantastic world of Lone Wolf.		£6.95	
THE LONE WOLF ADVENTURES: Hardcover collector's omnibus containing Lone Wolf Books 1 & 2.		£7.95	
GREY STAR 1: Grey Star the Wizard		£1.75	
GREY STAR 2: The Forbidden City		£1.75	
GREY STAR 3: Beyond the Nightmare Gate		£1.95	
GREY STAR 4: War of the Wizards		£2.25	
COMBAT HEROES 1: The White Warlord		£2.25	
COMBAT HEROES 1: The Black Baron		£2.25	
COMBAT HEROES 2: Emerald Enchanter		£2.50	
COMBAT HEROES 2: Scarlet Sorcerer		£2.50	
	SUB-TOTAL		
	POSTAGE		
	TOTAL		

[*] New edition / new cover artwork

NAME ....

ADDRESS ....

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LONE WOLF CLUB PRIORITY ORDER FORM

No. of books req'd:

ORDER NOW AND YOUR SIGNED COPIES OF 'THE MASTERS OF DARKNESS' WILL BE POSTED TO YOU, HOT OFF THE PRESSES, ON THE DAY OF PUBLICATION!

TO ORDER Just fill in your name and address in the space below, and indicate how many books you require. Send the completed form (or a copy), together with a cheque or postal order for the correct amount (made payable to the Lone Wolf Club) to:

LONE WOLF CLUB, BOOK 12 OFFER, Beaver Books, Brookmount House,
62–65 Chandos Place, Covent Garden, London, WC2N 4NW, England.

NAME ....

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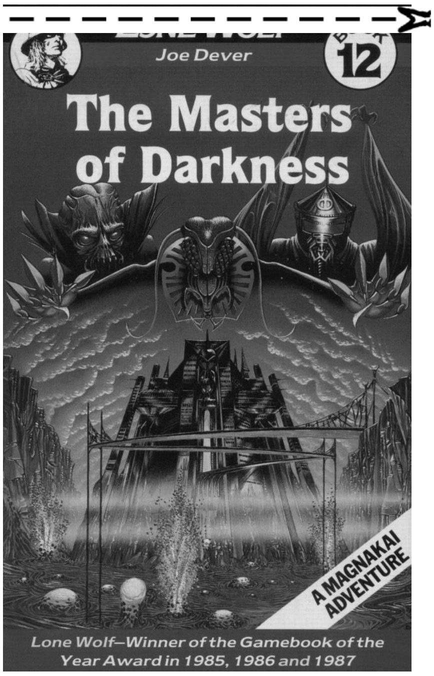
THE MASTERS OF DARKNESS by Joe Dever, pub. date 14th April 1988. Price £2.50.
Non-UK/BFPO members please add 0.60p per book for postage and packing.


Joe Dever
12
The Masters of Darkness
A MAGNAKAI ADVENTURE
Lone Wolf—Winner of the Gamebook of the Year Award in 1985, 1986 and 1987

THE LONE WOLF WORD SEARCH COMPETITION RESULTS

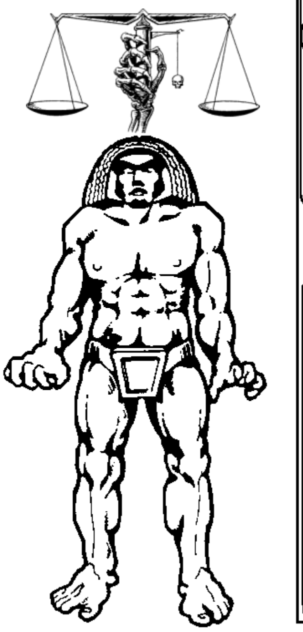
The winner of the Word Search competition which featured in Newsletter No. 8 was:

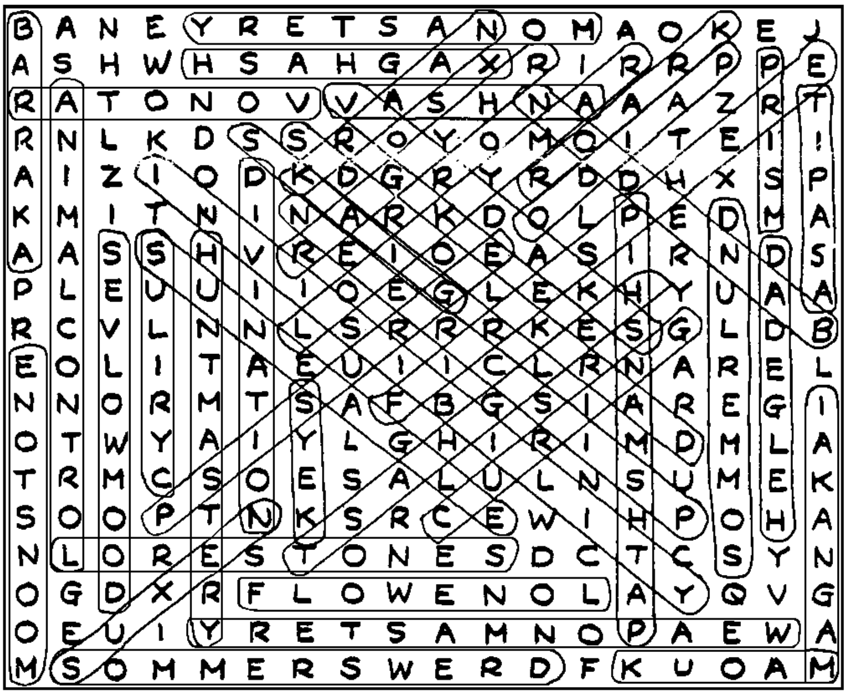
JONATHAN CRANLEIGH of HUDDERSFIELD, W.YORKS

who was the only entrant to uncover all 40 Lone Wolf words which were hidden in the letter grid. Jonathan wins first prize: an ALBA CP6 Personal Stereo Cassette Player and a pair of headphones. The three runners-up, whose entries ranked the highest of all those remaining, were:

PHILIP ALEXANDER	of BRIGHTON	(39 words)
DAVE CUNNINGHAM	of SWINDON	(38 words)
PAUL GRISEDALE	of CREDITON	(38 words)

They each receive signed copies of THE LONE WOLF ADVENTURES, the deluxe hardback omnibus edition of Lone Wolf Books 1 & 2. For all of you who want to know what the hidden words were, and where they were hidden, here's Jonathan's winning entry form, plus a full listing of those 40 Lone Wolf words:





B	A	N	E	Y	R	E	T	S	A	N	O	M	A	O	K	E	J
A	S	H	W	H	S	A	H	G	A	X	R	I	R	R	P	P	E
R	A	T	O	N	O	V	V	A	S	H	N	A	A	A	Z	R	T
R	N	L	K	D	S	S	R	O	Y	O	M	O	I	T	E	I	I
A	I	Z	I	O	D	K	D	G	R	Y	R	D	D	H	X	S	P
K	M	I	T	N	I	N	A	R	K	D	O	L	P	E	D	M	A
A	A	S	S	H	V	R	E	I	O	E	A	S	I	R	N	D	S
P	L	E	U	U	I	I	O	E	G	L	E	K	H	Y	U	A	A
R	C	V	L	N	N	L	S	R	R	R	K	E	S	G	L	D	B
E	O	L	I	T	A	E	U	I	I	C	L	R	N	A	R	E	L
N	N	O	R	M	T	S	A	F	B	G	S	I	A	R	E	G	I
O	T	W	Y	A	I	Y	L	G	H	I	R	I	M	D	M	L	A
T	R	M	C	S	O	E	S	A	L	U	L	N	S	U	M	E	K
S	O	O	P	T	N	K	S	R	C	E	W	I	H	P	O	H	A
N	L	O	R	E	S	T	O	N	E	S	D	C	T	C	S	Y	N
O	G	D	X	R	F	L	O	W	E	N	O	L	A	Y	Q	V	G
O	E	U	I	Y	R	E	T	S	A	M	N	O	P	A	E	W	A
M	S	O	M	M	E	R	S	W	E	R	D	F	K	U	O	A	M

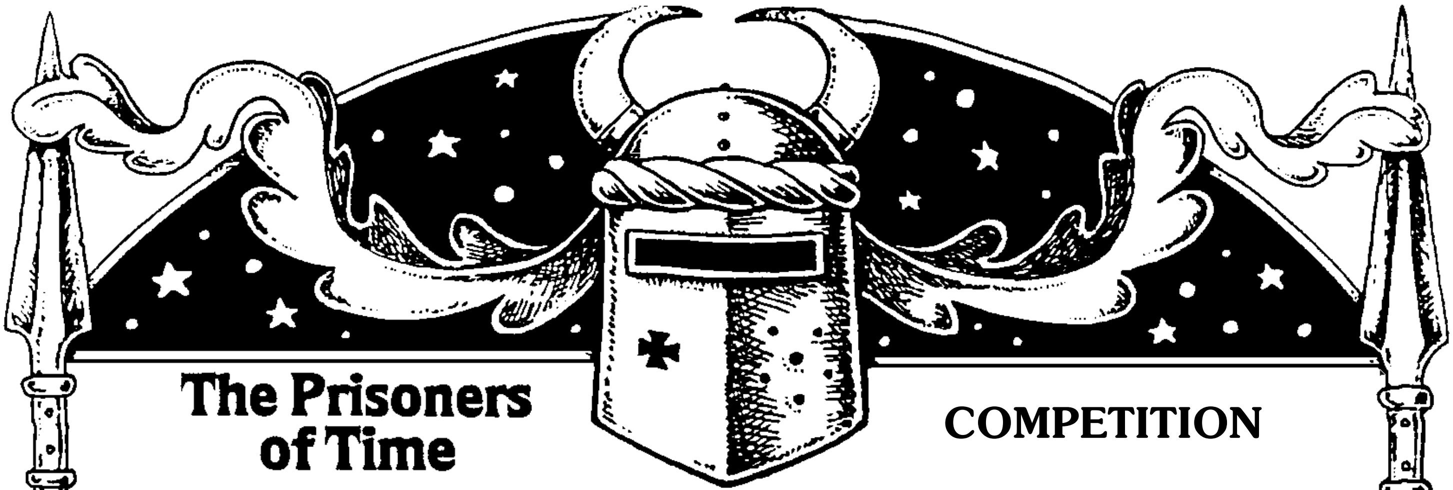
ANIMAL CONTROL
BANEDON
BARRAKA
CURING
CYRILUS
DARKLORDS
DIVINATION
DOOMWOLVES
FIRESPHERE
GIAKS

HELGEDAD
HELGHAST
HUNTMASTERY
INVISIBILITY
KEYS
KRAAN
LOI KYMAR
LONE WOLF
LORESTONES
MAGNAKAI

MAOUK
MONASTERY
MOONSTONE
NEXUS
PAIDO
PATHSMANSHIP
PRISM
PSI SCREEN
PSI SURGE
RHYGAR

ROARK
SOMMERLUND
SOMMERSWERD
SUN EAGLE
TIPASA
VASHNA
VONOTAR
VORDAKS
WEAPONMASTERY
XAGHASH

Congratulations to Jonathan, Philip, Dave, and Paul, and a special thank you to **Claire Brotherton** who devised this challenging puzzle.



The Prisoners of Time

COMPETITION

This issue's competition is based around events and details which can be found in the last LONE WOLF book ‘The Prisoners of Time’. All you have to do is answer the questions correctly, in the spaces provided, then fill in your name, address, age and Kai rank, and send the completed form (or a photocopy of it) to the club c/o the address shown below.

All entries must be submitted no later than the 31st July 1988. Any received after that date will not be counted, so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post no later than 16th August 1986.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a CASIO H67 SOLAR POWER CALCULATOR featuring an 8-digit LCD display, 4 key memory, % and square root keys. The next three correct entries will win a Lone Wolf T-shirt.

---

1. What is the name of the Wytch of the Kirlundin Isles? ....
2. What was the name of Lone Wolf’s brother? ....
3. In which trisect of Vhozad is the city of Thas? ....
4. What was the mightiest realm the Daziarn had ever known? ....
   ....
5. Where does ‘old’ King Kalon rest? ....
6. How tall is the Chaos-master? ....
7. Name the forgotten city of the Sandai? ....
8. What did the Meledorians do to ward off the creatures of chaos? .....
   ....
9. Where were the ancestors of Lorkon Ironheart buried? ....
   ....
10. What shape are Senara buds? ....

NAME.. KAI RANK..................................

ADDRESS ....

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.... POSTCODE .... AGE........... T-SHIRT SIZE.................

Send your completed entry to: THE LONE WOLF CLUB (No. 10),
Beaver Books, 62–65 Chandos Place, London, WC2N 4NW, England

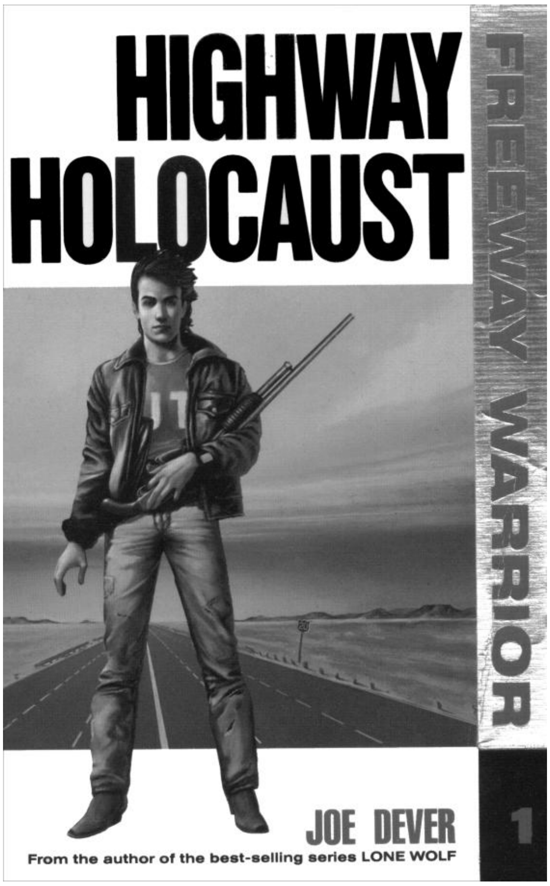
LONE WOLF CLUB

Newsletter No. 11

July 1988 sees the publication of—'Highway Holocaust'—the first book in a new solo adventure series by Joe Dever entitled—

FREEWAY WARRIOR

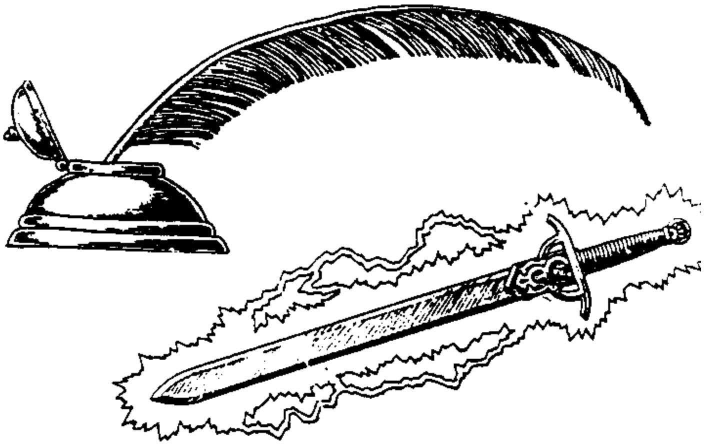
A special preview of this exciting gamebook series can be found on pages 4 & 5. Also, signed copies can be ordered (post free to UK members) using the special priority order form on page 10.


HIGHWAY
HOLOCAUST
FREEWAY WARRIOR
JOE DEVER
1
From the author of the best-selling series LONE WOLF

FREEWAY WARRIOR BOOK 1
"HIGHWAY HOLOCAUST"
OUT ON JULY 21ST 1988
CAN YOU SURVIVE WITHOUT IT?

Monastery Mailbag

A SELECTION OF LETTERS FROM
LONE WOLF FANS



In 'The Masters of Darkness', what happened to captain Borse and the rest of the crew after the 'Intrepid' was sunk?

(Peter Lester, Bath)

Captain Borse was killed when a Darkland ironclad rammed the 'Intrepid', but Davan and six of the crew (including two Kirlundin marines) managed to survive the action and swim ashore. They avoided the Giak beach patrols and eventually made their way back along the coast to Toran.

* * *

What happened to the juggernaut in Argazad harbour after I sabotaged its wiring? Did it eventually sink at sea after all?

(Paul Smith, Birmingham)

As a consequence of having sealed the doom of the Darklords by completing your mission in Helgedad, the ironclad juggernaut was never actually launched. Had it been, its engine would undoubtedly have broken down within hours of setting out to sea, and there would have been at least a 60% chance of it being hit by a storm whilst incapacitated. That would have sunk it for sure.

* * *

In a previous Newsletter it was said that Kraagenskûl was a Lord of Helgedad, yet in Lone Wolf Book 12 he calls himself 'Lord of Argazad'. Which is correct?

(Mathew Sherwood, Warwick)

Kraagenskûl was a former Lord of Helgedad until he was put in charge of the construction of Argazad. On its completion he became lord of that stronghold. (The naval base was built from scratch while Lone Wolf was in the Daziarn).

* * *

What happened to the armies of Gnaag after the destruction of Helgedad?

(John Cunningham, Newcastle)

When the Transfusor was destroyed, those Darklords who were outside the borders of the Darklands physically disintegrated. Without their tyrannical leadership the factions which made up their armies, notably the Drakkarim, began to fight amongst themselves for control. This widespread disorder quickly escalated into a virtual civil war within the Darkland armies. It gave the Freestate forces time to recover and launch an offensive that exploited the chaos and led to a quick and total victory.

* * *

What happened to the Slavemaster after the fall of Helgedad?

(Alex Wright, Portsmouth)

The Slavemaster was given safe passage to the Stornlands where he was granted a command of a brigade in the army of Lyris. Once the now leaderless and demoralized Darkland armies had been forced back into the Naogizaga (where most of them eventually perished), he returned to his native Magador and led an uprising against King Vanagrom VI. The revolt ended with the King's death and the dissolution of the monarchy. Magador became a republic and the Slavemaster, whose name was Kadharian, was elected its first President.

* * *

When Lone Wolf returned from the Daziarn, had his body aged only the small amount of time that he had been away, or was he eight years older?

(Stephen Cox, Taunton)

Lone Wolf aged only three months despite having been absent from Magnamund for over eight years.

* * *

Which 'God-like race' made the Sommerswerd?

(Simon Martinez, Liverpool)

The Sommerswerd was forged by the Nuoma, a race of spirit-like demigods who serve Kai on the Plane of Light. Their powers are akin to the Shianti, although the Nuoma have always remained within the confines of their plane of existence and have never had need to take on a physical form.

* * *

Who was Zakhan of Vassagonia after Kimah?

(Anil Patel, Bristol)

Lhazhor, the Emir of Bisutan, was elected by the elders of Vassagonia as successor to Zakhan Kimah.

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

LONE WOLF CLUB
BEAVER BOOKS
BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: TAKI FRANTZIS
Age: 14
Address: USA
Hobbies: Lone Wolf, RPGs, modelling, sports, military science, aviation.
Would like an English pen-pal, boy or girl (aged 13–14), with similar interests.

Name: PULOK CHOUDHURY
Age: 11
Address: England
Hobbies: Lone Wolf, FF, Transformers.
Would like a pen-pal (boy or girl) with similar interests.

Name: ASHISH PATEL
Age: 13
Address: England
Hobbies: Lone Wolf, FF, karate, computers (Spectrum), WFR, sport, birds of prey.
Would like a pen-pal (boy or girl; aged 13–15) with similar interests.

Name: ANG SOO BOON
Age: 11
Address: England
Hobbies: Tang Soo Do, Judo and Ninjitsu.
Would like a pen-pal in the above mentioned martial arts.

Name: DARREN KEMP
Age: 13
Address: England
Hobbies: Lone Wolf, Grey Star, FF, RPGs, computers (Amstrad CPC464 & C16), reading.
Would like a pen-pal (boy or girl), aged 11–14, with similar interests.

Name: JOSEPH FOWLER
Age: 12
Address: England
Hobbies: Swimming, football, reading, Lone Wolf, computers (Amstrad CPC6128).
Would like a male pen-pal (11–13) who hope-fully could swap computer games, or who has similar interests.

Name: SEAN NIKOLIC
Age: 11
Address: Scotland
Hobbies: Football, computers (Spectrum +2), Lone Wolf, Grey Star.
Would like a male pen-pal (11–14) who can swap computer games for the Spectrum.

Name: NATHAN WORRELL
Age: 15
Address: England
Hobbies: Football, tennis, snooker, reading, athletics, cinema & Indiana Jones.
Would like an American pen-pal (boy or girl; aged 14–16) with similar interests. Also, he would like to contact Paul Fox or anyone else heavily into Lone Wolf.

Name: SIMON PICKERING
Age: 15
Address: England
Hobbies: Reading horror (James Herbert, Stephen King), cricket, Lone Wolf, FF, films, computers.
Would like a pen-pal (boy or girl; aged 15–17) with similar interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

FREEWAY WARRIOR

July 1988 sees the publication of *'Highway Holocaust'*, the first book in Joe Dever's new post-holocaust solo adventure series entitled:

In this issue we preview the '**Dateline to Disaster**', a chronology of the events which led to the nuclear devastation of the northern hemisphere, and '**Cal's Story**', an account of how you, Cal Phoenix, the central character in this new series, managed to survive the years that followed 'The Day'.

Dateline to Disaster

1990-1998	Rise of global terrorism on an unprecedented scale. Political violence funded by organized crime syndicate called HAVOC—The Hijack, Assassination and Violent Opposition Consortium.
1998-2003	The governments of many small and impoverished nations fall into the hands of HAVOC. International terrorists receive arms, training and shelter In these 'Bad-lands'.
2003-2008	Raids on oil and gas installations, assassinations, and the kidnapping of prominent world statesmen become commonplace as HAVOC attempt to terrorize the civilized world into submission. Despite public out-rage and growing international tension, the major powers steadfastly refuse to give in to HAVOC's demands.
2008	President of the United States and General Secretary of Supreme Soviet both assassinated at emergency summit meeting. US, USSR and major European nations create the World Defence League and declare war on HAVOC. The Badlands are invaded, key HAVOC bases destroyed, and thousands of HAVOC agents are captured.
2009	HAVOC loaders imprisoned for life in 'Deep Pens'—maximum-security gaols located deep underground—to prevent their escape or release by HAVOC agents still at large.
2010	New leadership emerges to unify the scattered remnants of HAVOC and plan revenge.
2011	A WDL train transporting seventeen 100-kiloton nuclear warheads, destined to be neutralized and dismantled, is attacked by HAVOC agents. The train is destroyed and its deadly cargo stolen.
2012 New Year's Day	HAVOC hijack a WDL news satellite and broadcast a chilling ultimatum. They have planted the seventeen stolen warheads in major cities throughout the US, USSR and Europe. They call for the immediate release of all HAVOC agents held in Deep Pens, plus the payment of $2 trillion in gold bullion, or they will trigger the warheads one by one until their demands are met in full. A twenty-four hour deadline is set. WDL leaders declare emergency and request that the deadline be extended. HAVOC refuse.
2nd January	First warhead detonated at Brie Nuclear Energy Plant, ten miles south of Paris, France. Blast and radioactive fallout claim millions of lives. HAVOC repeat their demand and extend deadline by twenty-four hours.
3rd January 'The Day'	World Defence League agents discover location of HAVOC command head-quarters on an island in the South Pacific Ocean. Immediately orders are given to infiltrate and destroy the HQ and its occupants. The assault is swift and decisive: the complex is quickly overrun and Its inhabitants are killed. Yet, ironically, as the news of this victory is being relayed around the world, HAVOC enact their ultimate revenge. A transmitter hidden on the island, fitted with a time-delay mechanism, clicks on, sending its high-frequency radio signal to a communications satellite orbiting the earth. This signal is amplified and returned to earth where, simultaneously, it triggers the remaining nuclear warheads. The initial explosions set off a disastrous chain reaction that feeds on civil and military nuclear installations all across the northern hemisphere. Hundreds of millions of people are killed within days, and many more perish during the years that follow, falling victim to the lingering radioactivity and the severe climatic changes that affect the earth.
2012-2019	Gale force winds sweep across the world, carrying enormous amounts of dust into the upper atmosphere and preventing much sunlight from reaching the earth's surface. Temperatures plummet, deterring survivors from remaining above ground. Communications are disrupted by gamma radiation, making all radio, cable and satellite contact impossible. Small colonies of survivors develop in total isolation from one another during these years of darkness.
2019-2020	Gradually, the dust storms die down and the sun penetrates the atmosphere, thawing the earth's frozen surface. Radiation has decayed to tolerable levels, and survivors emerge to reclaim what little remains of the world they once knew.

Cal's Story

You are Cal Phoenix, a survivor, born on Thanksgiving in the year 2000 AD. When you cast your mind beck to the time before 'The Day', you recall your two brothers and your sister, your parents' house in California, and summer vacations spent cruising the blue Pacific off Catalina Island aboard your father's boat. They are your fondest memories, yet your most vivid recollections are of winter vacations, when the family would drive to Dallas to spend Christmas with Uncle Jonas and Aunt Betty-Ann. Of all your Texan Christmases, the 2011 visit was the most memorable. It was also the last time you saw your family alive.

Your parents had decided to cancel the trip to Dallas that year. The oil shortage had pushed up the price of gasolene to $30 a gallon, and only the rich could afford to drive long distances, even in cars equipped with solar-pacs. You were so disappointed when you head the news that you decided to walk the 1300 miles to Dallas, and would have done so had your father not caught up with you three miles from home. Then, when Uncle Jonas and Aunt Betty-Ann got to hear of it, they fixed it with your parents so that you at least could spend Christmas with them at their ranch near Denton.

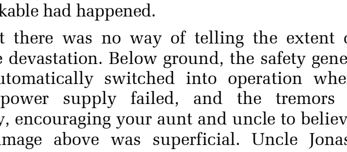
From the moment they met your charter flight at Addison Airport you knew it was going to be a vacation to remember. Uncle Jonas was an oilman. He bad been one ever since be graduated from the University of Tens in '95 with a degree in geology. Earlier that summer he bad been put in charge of construction at a shale-oil mine near Austin, the very first of its kind in Texas, and as a special Christmas treat he promised to take you on a guided tour of the whole underground complex.

On New Year's Day 2012, the three of you started out early on the road to your uncle's mine, located on the Austin Chalk, over 200 miles south of Dallas The trip would take at least two days, with an overnight stop in Waco. For, in an effort to conserve energy, the Federal government had imposed a speed restriction of fifteen miles per hour on all state highways. It was a slow journey, and despite the sombre radio bulletins that gave news of HAVOC's latest threats, you can still remember your excitement at the thought of exploring those tunnels deep below the earth.

Your arrival at the mine was met by a military patrol, posted there by the World Defence League. The job of the patrol was to prevent sabotage: oil installations all over the world had become one of HAVOC's primary targets in their campaign of terror. The mine was officially closed for the New Year's recess but Uncle Jonas had right of access at all times and, after checking his papers, the patrol allowed you in. It was a massive complex and, for security reasons, it was totally self-supporting. A central shaft serviced the many working levels to which there were attached laboratories, workshops and even refineries for processing the precious crude oil after it had been extracted from the rock. Uncle Jones was explaining the function of these refineries, 300 feet below the surface, when it happened.

The ground shuddered when the shock waves from the first distant explosions reached the mine, and you remember thinking that it must be the start of an earthquake, the like of which you had experienced many times at home in California, But as the levels nearest the surface began to collapse and the central shaft filled with falling rubble, you realized the awful truth. The unthinkable had happened.

At first there was no way of telling the extent of the surface devastation. Below ground, the safety generators had automatically switched into operation when the main power supply failed, and the tremors faded quickly, encouraging your aunt and uncle to believe that the damage above was superficial. Uncle Jonas was confident that the military would mount a rescue operation and that you would be bought out within a few days—a week at the most. Aunt Betty-Ann was also optimistic. After all, there were emergency supplies, enough to feed 200 men for a whole month. Little did she know that the three of you would end up consuming all of those supplies, or that the mine would become your home, your shelter and your prison for the next eight years of your lives.



It was a month after 'The Day' when the three of you accepted that there would never be a rescue operation. Many days bad been spent in silence, hoping and praying for the sounds of excavation or a voice on the radio link to the surface. But all that could be beard was the static crackle of the gamma radiation which was blanketing the earth. Uncle Jones proposed that an attempt be made to reach the surface by tunnelling through the blocked central shaft. It was an awesomely dangerous feat, to dig vertically through 300 feet of compressed concrete rubble and twisted steel girders, but there was no other way you could ever hope to escape from the mine. Progress was painfully slow but the work gave you all a sense of purpose, a reason to go on, even though you feared what could be awaiting you on the surface.

Those years spent in the mine taught you invaluable lessons in survival. Uncle Jonas showed you how to refine gasolene from crude oil to keep the generators alive; to coax fresh water from porous rock; to manufacture spare parts in order to maintain vital machinery. Aunt Betty-Ann, who had at one time been a nurse and a high school teacher in Denton County, attended to your education and made sure that you stayed fit and healthy. Their love and support enabled you to grow during those dark days underground despite the enormous sense of loss you felt for your parents, brothers and sister. You vowed then that one day you would repay their kindness by protecting and caring for them.

It was early September in the year 2019 when finally you broke through to the surface. Aunt Betty-Ann was convinced that radiation levels would still be dangerously high, and at first she was against leaving the mine. But, during the last few months of your incarceration, the static that had always jammed the radio wavelengths had gradually cleared, and Uncle Jonas was able to persuade her that this meant it was now safe to live above ground.

When you first emerged from the mine, you thought you were on the surface of another planet. Surely this could not be Earth? Few structures had survived the blizzards and intense cold that had swept around the world in the years following 'The Day', and now, after the dust had settled and the sun returned, the once-fertile plains of Austin resembled little more than a desert of parched and broken rock, littered with the artefacts of an absent civilization. During the first few days, when you set out to explore this wilderness, it was easy to believe that you were the only survivors. But on the morning of the fifth day, Uncle Jonas made a chance radio contact with a family called Ewell who were living near the ruins of McKinney, thirty miles north of Dallas. They told him that they bad been in touch with a handful of other groups who had managed somehow to survive the holocaust. Most were isolated, unable to move due to lack of fuel, food or water. They had urged those who could travel to join them in McKinney, to start a new community, and some were already on their way. Your uncle and aunt also accepted their invitation. McKinney was not very far from Denton, and they were curious to see if anything remained of their ranch. They planned to return home, salvage whatever they could that might be of use, and then move on to McKinney. The Ewells were enthusiastic, but they warned that not everyone who had survived wanted to establish a new community. The ruins of Dallas and Fort Worth were controlled by gangs of criminals who fought with each other and terrorized anyone seeking to re-establish law and order. They advised you to avoid them at all costs when travelling north.

Interstate Freeway 35 was the only highway still intact amid the devastation that surrounded the mine. It offered a direct route home to Denton, if only transportation could be found, for Uncle Jonas considered conditions far too dangerous to attempt such a long journey on foot. It took more than a week to discover a vehicle that was still serviceable. It was an old school bus one that had been parked in an underground lot and had survived the years of sub-zero blizzards. With a few new parts, a tankful of gas and a lot of hard work it was eventually brought back to life.

Provisions, including a small generator were hoisted out of the mine and stowed aboard before you began the journey back to the ranch. The noisy old bus bumped along the rock-strewn freeway that stretched northward across an empty sea of dust. It was harrowing sight. Hardly a trace remained of what were once thriving communities, and the once-populous cities of Temple and Waco had barely enough buildings still standing to qualify as small towns.

It was not until you reached the outskirts of Fort Worth that you encountered signs of human habitation. The road ahead was blocked by a line of wrecked autos, and at your approach a group of hard-faced men and women, clad in composite costumes of leather and riveted steel, suddenly popped up from behind this barricade. Uncle Jonas was suspicious and slowed the bus almost to a halt. Suddenly they produced handguns and rifles and began to take aim at the windshield, and he knew it was not the time to stop to ask for directions! He told you and Aunt Betty-Ann to brace yourselves, then stamped his foot on the gas and drove the bus straight through the wall of cars, scattering the punks like tenpins in a strike. The bus was shot at many times as it sped through Fort Worth, but the street gangs had been caught out and you managed to escape from the ruined city before they could give chase.

When you got to Denton you discovered that the ranch, like all the other nearby dwellings, had been reduced to a heap of broken bricks and shattered timbers. The sight greatly upset your aunt, and Uncle Jonas felt it better not to stop but to continue overland to McKinney It was easy to find where the Ewells lived, for their ranch was the only place in town that was still standing, It looked more like an old frontier post than a ranch, with its fortified perimeter wall, lookout posts and stake-filled moat. But, after your brush with the citizens of Fort Worth, it was easy to understand the need for these defences.

Pop Ewell, the seventy-year-old grandfather of the Ewell family, was the leader of this small colony of survivors: it was he who had urged Uncle Jonas to join them when they had first made radio contact. The colony numbered less than a dozen at the time of your arrival, yet as the airwaves became clearer, soon this number had more than doubled to twenty-five. It was decided that a name was needed to identify the settlement. The name 'Dallas Colony One' was adopted—'DC1' for short—and from that day on everyone worked hard to make DC1 a secure haven for those seeking refuge from the hostile wastelands and marauding city gangs.

'Cutter' Jacks was one such refugee. Before the holocaust he had been chief mechanic at the International Grand Prix Circuit near Lake Dallas, and his incredible skill and knowledge of engines was soon to prove invaluable to the colony. He taught you how to drive, and from a pile of old wrecks that you helped him salvage from the circuit he built you a powerful, customized car. You used it to patrol the highways north of the city, keeping a lookout for gangs of city punks who frequently mounted raids to steal or destroy DC1's supplies. 'Cutter' also taught you to shoot, and it was your prowess with a gun and your skill behind the wheel that was to earn you the begrudging respect of your enemies who took to calling you 'Freeway Warrior'.

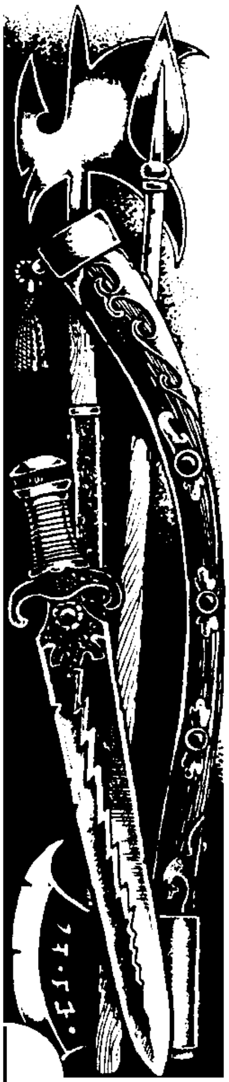
Six months after you arrived at DC1, the colony was faced with a major crisis. A heat wave was causing a drought that threatened to destroy the food supply. Crops were failing and the colony's artesian well—its only source of uncontaminated water—was beginning to dry up. The drought was also provoking more attacks from the city punks who were desperate for food and water. Their common need united them and they posed a very real threat to the security of DC1.

It was the last day of May 2020 when Pop Ewell made radio contact with another colony who were based in the city of Big Spring, 300 miles west of McKinney. It appeared that their situation was completely the reverse of DC1's: they had plenty of food and water but they were desperately short of fuel. They told of their contact with survivors in Tucson, Arizona, who were also without fuel. The Tucson colony reported that the territories west of the Sierra Nevada Mountains had been spared the worst effects of the radioactive blizzards that had devastated the rest of the country and, miraculously, much of southern California was still widely populated. It had survived the last eight years virtually intact. When you heard the news you could hardly believe your ears. Perhaps your family were alive. You might be reunited after all!

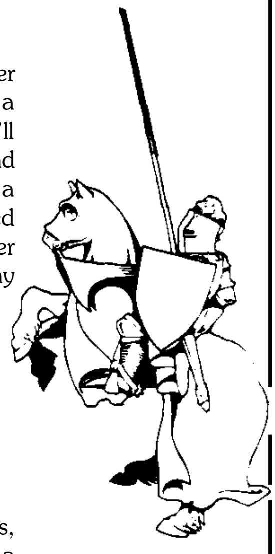
Pop Ewell called for a meeting to decide how best to deal with the crisis now facing DC1. Everyone agreed that to stay at McKinney would lead to eventual death, either slowly from starvation or suddenly at the hands of the murderous city gangs. The only option open to DC1 was to try to reach California; only there lay any real hope for the future of the colony. Your decision was relayed to the survivors at Big Spring and a deal was struck to rendezvous with them as soon as possible. DC1 would exchange fuel for food and water, and together they would join up with the Tucson colony for the final journey to California.

Preparations began almost immediately. Morale was so high that a heady sense of adventure and optimism enveloped everyone. Few guessed just how fraught with danger the journey would be.

LONE WOLF BATTLE DAYS 1988



This year Joe Dever is offering Lone Wolf Club members (and their friends) another chance to enjoy a day's fantasy wargaming at his home near Brentwood in Essex. In a purpose-built games room, on a sculptured wargames table measuring 40sq. feet, you'll command an army of superbly painted metal miniatures in a mass battle devised and umpired by Joe himself. Now's your chance to become a Sommlending general, or a powerful sorcerer gifted in battle-magic, or a Vassagonian noble, or even a feared Drakkarim warlord! You'll be able to pick an army of your choice from a collection of over 6,000 fantasy miniatures, and enjoy a day of action-packed battle-gaming in the company of fellow Lone Wolf fans.



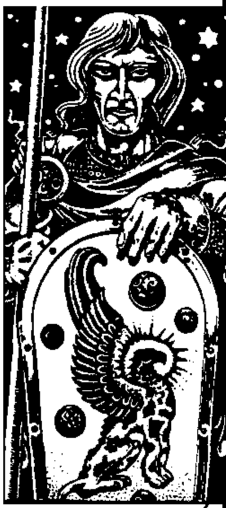
BOOKING FOR THE BATTLE

There will be two Battle Days:

SATURDAY 20TH AUGUST 1988 & SUNDAY 21ST AUGUST 1988

The cost per person is £32.50 (inc. VAT). This fee includes the cost of all meals, photocopied souvenir command sheets of the forces you lead during the battle, *plus* a Lone Wolf T-shirt (worth £4.95). In order to ensure maximum enjoyment for those taking part, the number of available places will be strictly limited to 6 players per game. Therefore, in order to avoid disappointments, members are advised to send for a booking form, send a stamped, self-addressed envelope to:

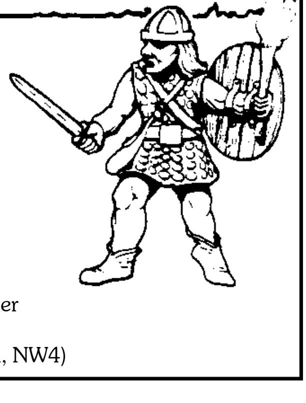
Battle Days '88, C/o. Rachel Cooke, Beaver Books, Brookmount House, 62–65 Chandos Place, Covent Garden, London, WC2N 4NW



Please be sure to state which Battle Day you are interested in (Saturday 20th or Sunday 21st). Also, please indicate if you would intend to arrive by Public Transport (British Rail, Brentwood) or by private transport. A rail timetable is available and arrangements can be made for your collection on arrival and your return to the station at the end of the day.

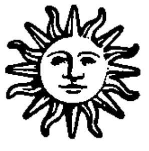
BATTLE DAY SCHEDULE

10.00am	Arrival. Meet with Joe and the other players, examine the battlefield, and choose your army for the battle.
10.30am	Battle briefing. A chance to familiarize yourself with the rules of fantasy wargaming. No previous experience will be necessary as Joe will be on hand throughout the game to help and advise each player with his / her battle objectives.
10.45am	LET BATTLE COMMENCE!
12.00pm	Refreshments / coffee (served at the table so there'll be no need to stop the fighting!).
1.30pm	Lunch. Take the opportunity to find out more about Joe's latest projects while you enjoy a delicious home-cooked meal.
2.15pm	Return to the battle.
4.30pm	Tea-time / refreshments.
6.00pm	Battle concluded.
*****	Photographs of the battle will be taken throughout the course of the day. A chance to purchase a set of these colour battle prints will be offered to players, at £5 per set (inc. VAT and P&P). An ideal souvenir of what should prove to be a truly memorable event.



Q. JUST HOW GOOD ARE JOE DEVER'S 'BATTLE DAYS'?
A. Why not ask some of the Lone Wolf fans who went to the games that Joe hosted last year:

"Brilliant . . . worth every penny. Can't wait for the next one!"
(INNES CLATWORTHY, London)



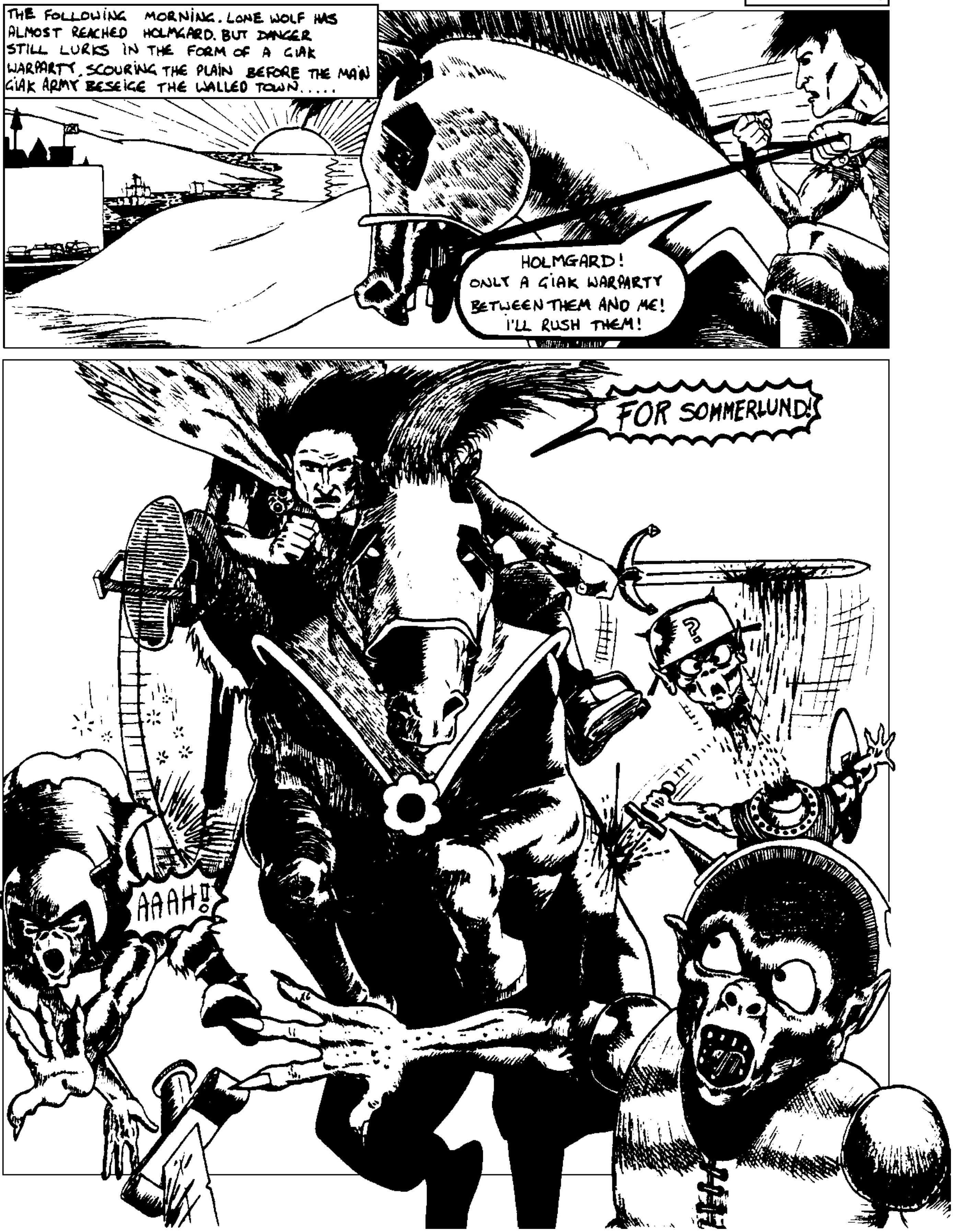
"A fun-packed day . . . I really enjoyed it. Are there any places left in the next one?"
(RUSSELL NOYCE, Salisbury)

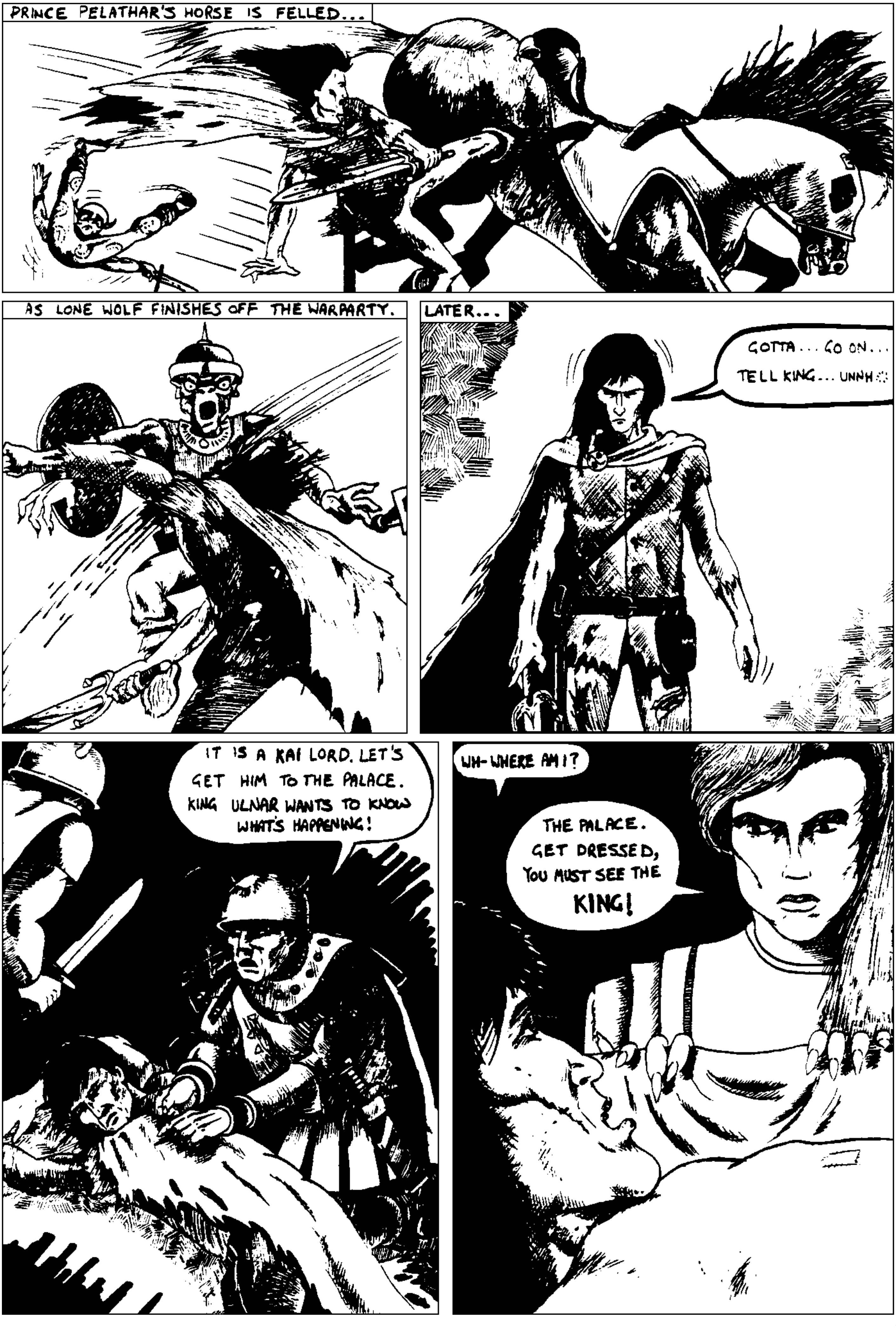
"I enjoyed the first one so much I have been saving up since then for another chance to lead the Sommlending Army!"
(DAVID LEWIS, Hendon, NW4)

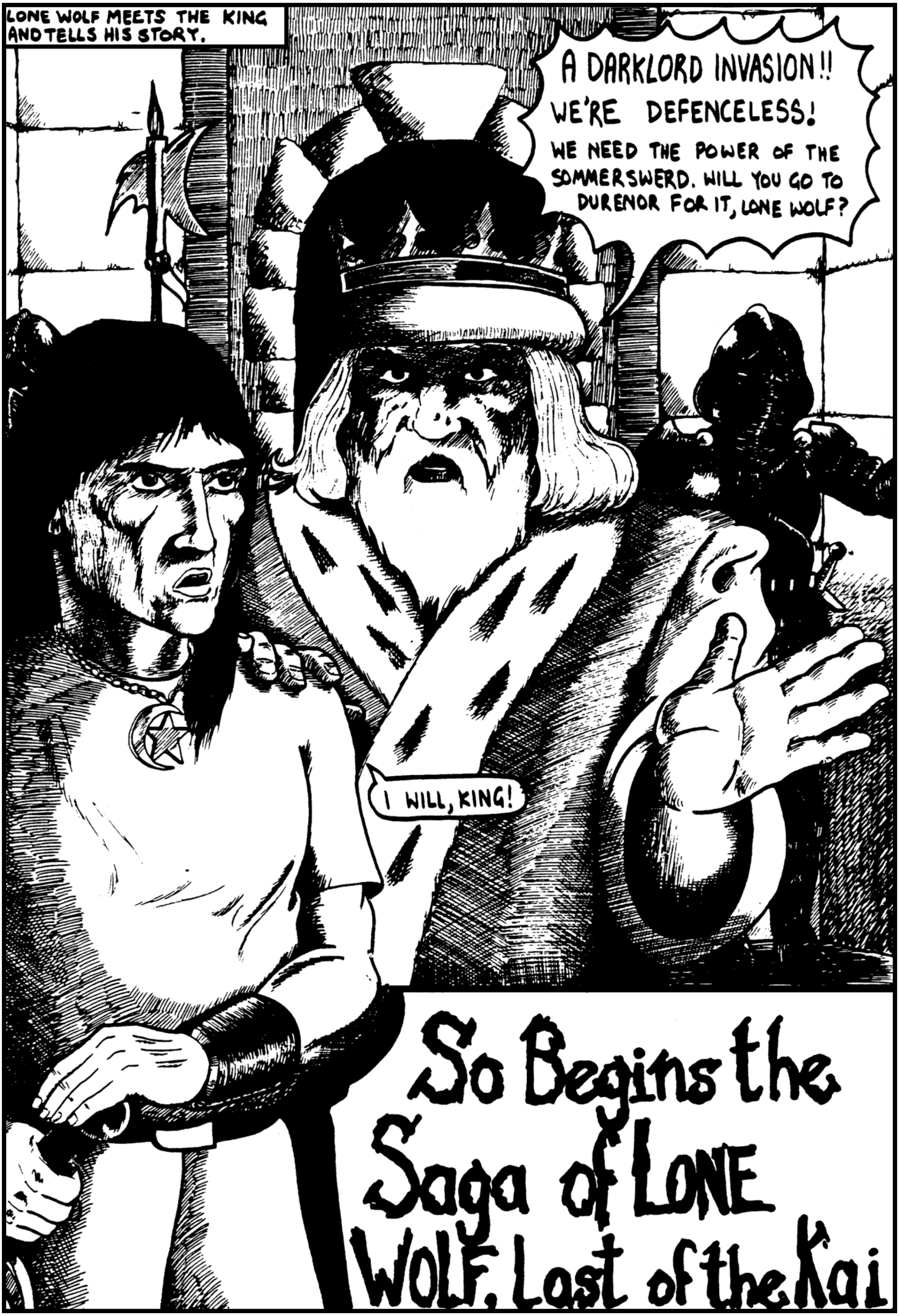
THE LONE WOLF ADVENTURES

AN AUDIENCE WITH KING ULNAR

Script: Jim Clarke
Art: Sean Doran
Lettering: Sean Doran.
Grateful thanks to Joe Dever.


THE FOLLOWING MORNING. LONE WOLF HAS ALMOST REACHED HOLMGARD. BUT DANGER STILL LURKS IN THE FORM OF A GIAK WARPARTY, SCOURING THE PLAIN BEFORE THE MAIN GIAK ARMY BESEIGE THE WALLED TOWN.....
HOLMGARD! ONLY A GIAK WARPARTY BETWEEN THEM AND ME! I'LL RUSH THEM!
FOR SOMMERLUND!
AAAH!!


PRINCE PELATHAR'S HORSE IS FELLED...
AS LONE WOLF FINISHES OFF THE WARPARTY.
LATER...
GOTTA... GO ON... TELL KING... UNNH
IT IS A KAI LORD. LET'S GET HIM TO THE PALACE. KING ULNAR WANTS TO KNOW WHAT'S HAPPENING!
WH-WHERE AM I?
THE PALACE. GET DRESSED, YOU MUST SEE THE KING!


LONE WOLF MEETS THE KING AND TELLS HIS STORY.
A DARKLORD INVASION!! WE'RE DEFENCELESS! WE NEED THE POWER OF THE SOMMERSWERD. WILL YOU GO TO DURENOR FOR IT, LONE WOLF?
I WILL, KING!
So Begins the Saga of LONE WOLF, Last of the Kai

LONE WOLF CLUB MEMBERS have the EXCLUSIVE opportunity to purchase individual titles, or complete sets, in the Lone Wolf, Grey Star, Combat Heroes and Freeway Warrior series, signed by author—JOE DEVER.

SEND YOUR ORDER TO:
LONE WOLF BOOK OFFER, C/o BEAVER BOOKS, 62–65 Chandos Place, London, WC2N 4NW, England.

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No. books	**UK/BFPO**	**OVERSEAS**
1	0.32p	0.60p
2	0.45p	0.70p
3	0.64p	0.80p
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5	0.76p	£1.40p
6	£1.15p	£1.60p
7+	£1.42p	£1.80p

IMPORTANT: All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

Make your cheque / postal orders payable to: LONE WOLF CLUB

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THE MAGNAMUND COMPANION: Guide to the fantastic world of Lone Wolf.		£6.95	
THE LONE WOLF ADVENTURES: Hardcover collector's omnibus containing Lone Wolf Books 1 & 2.		£7.95	
GREY STAR 1: Grey Star the Wizard		£1.75	
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COMBAT HEROES 1: The Black Baron		£2.25	
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COMBAT HEROES 2: Scarlet Sorcerer		£2.50	
[*] New edition / new cover artwork		SUB-TOTAL	
		POSTAGE	
		TOTAL	

NAME ....

ADDRESS ....

....

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LONE WOLF CLUB PRIORITY ORDER FORM

No. of books required..............

ORDER NOW AND YOUR SIGNED COPY OF THE FIRST FREEWAY WARRIOR ADVENTURE—'*HIGHWAY HOLOCAUST*'—WILL BE SENT TO YOU BY RETURN OF POST. To order, just fill in your name and address in the space below, and indicate how many copies you require. Send the completed form (or a copy of it), together with a cheque or postal order for the correct amount (made payable to the LONE WOLF CLUB) to:

LONE WOLF CLUB, FW1 Book Offer, Beaver Books, Brookmount House,
62–65 Chandos Place, Covent Garden, London, WC2N 4NW, England.

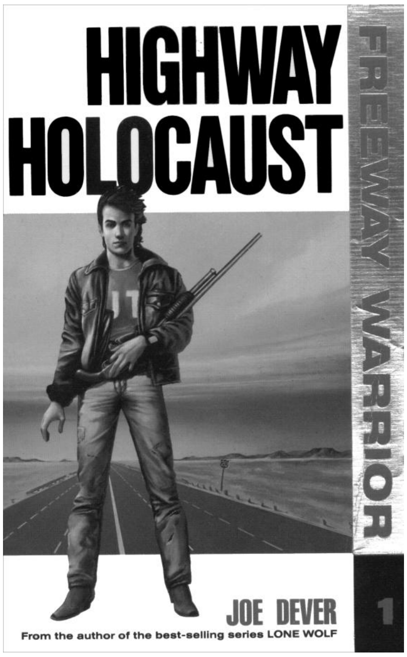
NAME ....

ADDRESS ....

....

.... POSTCODE ....

'HIGHWAY HOLOCAUST' by Joe Dever. Official publication date: 21st July 1988. PRICE £2.50. Non-UK/BFPO members please add 0.60p per book for postage & packing.


HIGHWAY HOLOCAUST
FREEWAY WARRIOR
JOE DEVER
1
From the author of the best-selling series LONE WOLF

LONE WOLF CLUB COMPETITION RESULTS

The winner of the Lone Wolf CROSSWORD COMPETITION which was featured in Newsletter No. 9 was:

PATRICK STEWART of PERTH, Scotland

who managed to complete the crossword despite the compilation errors which were highlighted in the last NWC Newsletter. Patrick wins first prize—a Pulman Leather Personal Organiser with a diary, planner & map pack. The next two correct entries were sent in by:

ANIL PATEL of BRISTOL
and
MALCOLM TAYLOR of BRIDLINGTON

They each receive signed & dedicated copies of Lone Wolf Book 12—*The Masters of Darkness.* For those of you still wondering what the solution to the crossword was, here's Patrick's winning entry:

1 M	E	K	2 I	M	A	3 J	E	N	4 O	R	■	5 G	42 E	6 M	■
A	■	■	K	■	■	A	■	■	X	■	7 O	■	32 D	A	B
8 A	R	D	A	N	■	V	■	■	Y	■	X	■	■	G	■
K	■	■	Y	■	9 S	E	F	R	O	U	■	10 O	G	I	A
11 E	L	12 D	E	R	■	K	■	■	K	■	■	G	■	■	■
N	■	O	■	■	■	■	■	13 R	E	M	I	R	■	■	14 O
15 M	A	O	U	K	■	16 R	■	■	■	■	■	O	■	■	U
I	■	M	■	■	■	A	■	17 K	A	Z	31 A	N	18 O	U	D
R	■	S	■	19 Z	A	H	D	A	■	■	D	■	L	■	A
20 E	U	L	A	■	■	K	■	S	■	21 W	O	O	D	■	K
■	■	A	■	22 S	L	O	V	I	A	■	■	■	33 A	34 G	O
23 I	35 C	Y	■	■	■	S	■	N	■	24 P	25 H	E	R	O	N
43 S	U	E	■	36 T	■	■	■	■	26 I	■	E	■	■	■	■
27 H	E	R	38 D	O	39 S	■	■	■	X	■	L	■	37 G	28 U	N
I	■	■	40 A	L	O	41 E	■	29 K	I	L	L	E	A	N	■
30 R	E	N	D	A	L	I	M	■	A	■	■	■	43 B	C	■

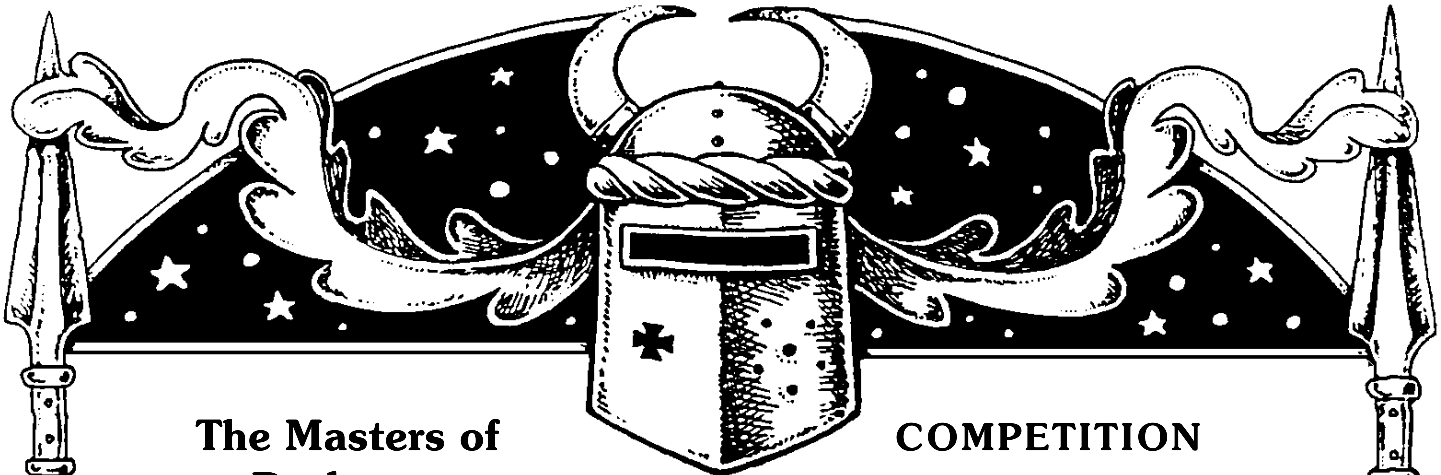
LONE WOLF CLUB MINI-COMPETITION

The five Lone Wolf Club members whose correct entries were chosen at random from over a hundred received by the 13th June 1988 were:

PAUL ASHMORE	**of HUNGERFORD**
MICHAEL HAWRYLKIW	**of CHESHIRE**
KAREN HUNT	**of MANCHESTER, Ct. USA**
DAVID FARFIELD	**of GRIMSBY**
and	
PETER POTTER	**of NEWQUAY**

Congratulations to Paul, Michael, Karen, David & Peter, and to all the other Kai Masters who took part in this club mini-competition.

RESULTS OF THE SHORT STORY COMPETITION WILL BE PUBLISHED IN NEXT ISSUE



The Masters of Darkness

COMPETITION

This issue's competition is based around events and details which can be found in the last Magnakai adventure—*'The Masters of Darkness'*. All you have to do is answer the questions correctly, in the spaces provided, then fill in your name, address, age, and T-shirt size, and send the completed form (or a photo-copy of it) to the club, c/o the address shown below.

All entries must be submitted no later than the 1st October 1988. Any received after that date will not be counted, so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post no later than 13th October 1988.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win an OPTEX 'STAR SHOT' 35mm COMPACT CAMERA featuring built-in flash and a f5.6/35mm lens. The next three correct entries will win a Lone Wolf T-shirt.

---

1. What is the name of the room in the Guildhall of Magicians where the Shadow Gate can be found?..
2. What devices enable the Darklords to survive in territories beyond their realm? .....
   ....
3. What is a 'Lajakeka' and what does this Giak word mean? ....
   ....
4. Name the Darklord who conquered Cloeasia. ....
5. Name the Kaltersee fish once trawled by Sommlending fishermen..
   ....
6. Name the sentient race of winged men who once populated the Gulf of Helenag. ..
   ....
7. What form of power does the Ictakko utilise to attack its enemies? ....
8. Name Darklord Ghanesh's closest rivals. ....

NAME.. KAI RANK ....

ADDRESS..

....

....

POSTCODE .... AGE .... T-SHIRT SIZE..................................

Send your completed entry to: THE LONE WOLF CLUB (No. 11), Beaver Books,
62–65 Chandos Place, London, WC2N 4NW, England

LONE WOLF CLUB

Newsletter No. 12

The second adventure in the Freeway Warrior series—

“**Slaughter Mountain Run**”

—is published in December 1988. Signed copies of this exciting sequel to *Highway Holocaust* can be ordered (post free to UK members) using the priority order form on page 10.

Also in this issue we preview the first of the **Legends of Lone Wolf** novels entitled—

‘Eclipse of the Kai’

See pages 8/9 for further details.
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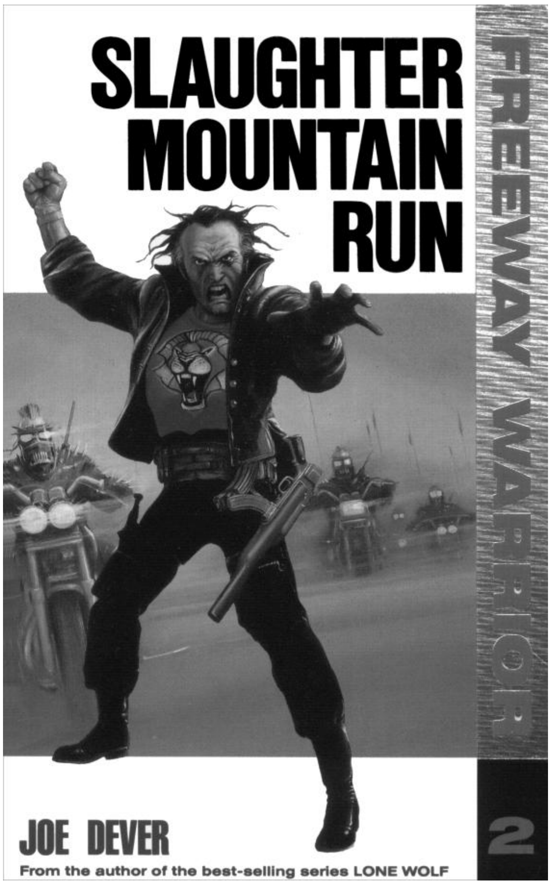
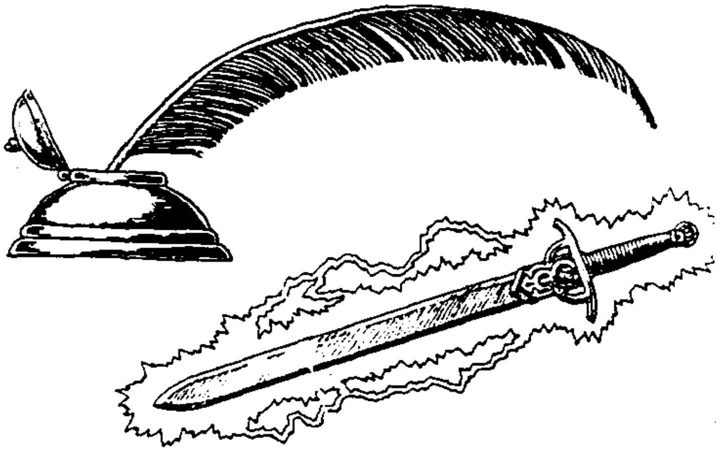

SLAUGHTER MOUNTAIN RUN
FREEWAY WARRIOR
2
JOE DEVER
From the author of the best-selling series LONE WOLF

Monastery Mailbag

A SELECTION OF LETTERS FROM
LONE WOLF FANS



If the Darklords physically disintegrate outside the Darklands after too long, how come Darklord Haakon survived his visit to Vassagonia?

(Ruari Armstrong, Powys)

Haakon's Nadziranim, his personal magicians, made for him a special helmet to enable him to breathe the air of Vassagonia. Normal air is poisonous to all Darklords, the oxygen content being the main cause of their disintegration. Haakon's helmet was featured on the first edition covers of 'Shadow on the Sand', and is also to be seen on page 31 of the Magnamund Companion.

****

In 'Flight from the Dark' Banedon says he started on his quest with two companions, but in 'Dawn of the Darklords' it says he travelled alone. Which is right?

(Charles Robinson, East Sussex)

In fact, both statements are correct. Banedon set out from Toran alone on his quest to deliver the Guildmaster's warning to the Kai. But, during his ride, he joined up with the two Sommlending children, Daron and Thelda. These were the companions he mentioned in 'Flight from the Dark'.

****

In 'The Masters of Darkness' ref. 57, you use the Sommerswerd. From there to 75 you are told to go to 240 if you kill Kraagenskûl—not 318, which means a certain (and scary!) death. Is this a mistake or what?

(Malcolm Fraser, Newcastle)

Although the Sommerswerd has been drawn and used within the Darklands, you were able to use it to destroy Kraagenskûl before he could make use of the communicator to inform Gnaag of your presence. The port of Argazad is on the fringe of the Darklands and, because of its remote location, your unsheathing of the Sommerswerd did not directly alert Gnaag in Helgedad. The Sommerswerd combat with Kraagenskûl was true to Rimoah's warning (ref: 282); it did alert him to your presence and betrayed your true identity.

****

On the Isle of Ghosts, where Lone Wolf witnesses a repeat of history, why did Roark and the druids return here specifically?

(Paul Fox, Dublin)

Of all the unholy shrines hidden throughout Magnamund, the Demonlord Tagazin could only be summoned to the altar located deep in this ancient Eruan forest temple.

****

If you find a new Backpack in one of the adventures, can you use it to hold an additional eight items as well as those you already have?

(Alan Hogan, Tipperary, Eire)

Realistically, you can only wear one Backpack at a time, and carry a maximum of eight Backpack Items (Special Items not included). Carrying two Backpacks, and sixteen Back-pack Items, would make close combat very difficult indeed, even for a Kai Master. (*Note: This aspect of the Lone Wolf rules influenced the progressive encumbrance rule of the Freeway Warrior series.*)

****

What happened to 'Darkflame', the sword belonging to Darklord Gnaag?

(Iain MacInnes, Glasgow)

Gnaag's sword, Nadazgada, was consumed by the flames of Helgedad when the city-fortress exploded and fell into the Lake of Blood, as described at the end of 'The Masters of Darkness'.

****

What happened to Naar after the defeat of his Darklords?

(Simon Martinez, Liverpool)

I'm afraid you'll have to wait for the release of the first Lone Wolf Grand Master gamebook to find out. All I can say is that I assure you it will be worth the wait! [Joe Dever]

****

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

LONE WOLF CLUB
BEAVER BOOKS
BROOKMOUNT HOUSE
62–65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW

The Companion Postscript

The Primitive / Drodarin Nations

THE KINGDOM OF BODEN

Ruler:	**King Lomaer II**
Capital:	**Anarin**
Population:	**120,000+**
Resources:	**Iron ore, bronin, gold, silver, rare metals, rare minerals, agriculture, fish**
Currency:	**Ain (1 Ain = 1 Gold Crown)**

The surviving Dwarves of southern Magnamund, known in some lands as the Droda, settled in the Boden Peaks following the destruction of their kin during the great plague of 2514 MS. Unlike their cousins in Bor, they chose to build castle-fortresses in the steep-sided mountain valleys of their kingdom, rather than mining and tunnelling underground. A strong alliance exists with the giants of Starn, and the Droda have grown very rich from trade along the Tentarias.

THE ICY WASTES OF KALTE

Ruler:	**Brumalmarc Kzu'tooa**
Capital:	**Ljuk**
Population:	**6000**
Resources:	**Furs**
Currency:	**Gold Crown (Ljuk only)**

The Icy Wastes of Kalte are controlled by a warlike race of nomads called Ice Barbarians. Their only contact with the rest of Magnamund is through the trading post of Ljuk. Their ruler [MS 5050], the Brumalmarc Kzu'tooa, reigns over his snowy domain from the ice fortress of Ikaya, formerly a Shianti fortress built during the Age of Awakening.

THE CLOUD-REALM OF THE AZANAM

Ruler:	**King Okosa**
Capital:	**None**
Population:	**12,000**
Resources:	**Rare herbs, rare minerals, timber, spices**
Currency:	**None**

The peninsula of this humid rain forest remained unexplored for many ages due to the natural hostility and inaccessibility of the land, and the ferocity of its primitive peoples—the Kazan Islanders. Following the destruction of Lara in MS 4663, the Kundi Tribe fled to the Azanam and took refuge here, building their new kingdom in the tops of the massive Azawood trees.

THE BURNTLANDS OF LARA

Ruler:	**Shasarak the Wytch-king**
Capital:	**None**
Population:	**2000+**
Resources:	**Sparse agriculture**
Currency:	**Noble (1 Noble = 1 Gold Crown)**

Prior to the coming of the Shadaki, Lara was the realm of the primitive Kundi Tribe who inhabited its lush mountain forests. But in the year MS 4663, the forests were burnt to the ground by order of Shasarak the Wytch-king, in retribution for the guerrilla warfare waged by the Kundi upon his Shadakine armies. Following the destruction of their home, the Kundi disappeared, but later reappeared in the jungles of the Azanam. Lara is now a desolate land populated by a few settlers from Shadaki who farm its scorched hills.

THE DARK FOREST OF FERNMOST

Ruler:	**None**
Capital:	**None**
Population:	**Doubtful**
Resources:	**Rare herbs, rare flora, rare timbers**
Currency:	**None**

This large forest was formerly part of Taklakot until the destruction of that kingdom in MS 3280. Fernmost has since been cloaked in mystery for it survived the devastation of the Great Blast, yet its trees changed and mutated in extraordinary ways. Strange creatures and tales of vast treasure vaults beneath the blood-red soil have tempted the adventurous to their doom. It is said that no person who has ever entered Fernmost has returned sane in mind after their experiences there.

THE WILDERLANDS OF KAUM

Ruler:	**Unknown**
Capital:	**None**
Population:	**1000+**
Resources:	**Silver, gems, rare metals, rare herbs**
Currency:	**None**

Reputedly still a stronghold of the Cenerese Druids, these mountainous wilderlands have posed a continual threat to the stability and security of neighbouring states. In particular, Halia and Lunarlia have suffered persistent attacks from black-skinned giants who use evil herb-sorcery (tell-tale hallmark of the Cenerese) to devastating effect. Many human settlers have been kidnapped by these giants, and all retaliation has so far proved fruitless, for the mountains of Kaum are a formidable natural stronghold.

News from the Monastery

1989 looks set to be a memorable year for Lone Wolf fans. The first two novels in the 'Legends of Lone Wolf' series have now been written, and both are scheduled for publication on June 6th. Book One is entitled 'Eclipse of the Kai' (see the special preview of chapter one on pages 8 and 9 of this newsletter!) and Book Two is called 'The Dark Door Opens'. The Lone Wolf computer games mentioned in Newsletter No. 9 have subsequently been rescheduled by the producers, Supersoft Ltd., to coincide with the release of the novels. Extra versions are being prepared to cater for several different models of computer, details of which shall appear in this column early next year.

Since publication of 'The Masters of Darkness', Beaver Books and Joe Dever have been swamped with letters from Lone Wolf fans worldwide. Without exception, all of the have urged Joe to continue the saga by writing Lone Wolf's adventures as a Kai Grand Master. Joe is delighted to announce that, in response to your letters and pleas, work on the Grand Master series has been brought forward. He has recently completed the fourth and final Freeway Warrior book, entitled 'California Countdown', and has signed contracts for the first four books in the Grand Master series (Lone Wolf Books 13–16). Work on the series begins in January, with the first Grand Master gamebook set for publication just before Christmas 1989.

Look out for the December issue of GM (No. 4)—the only independent professional fantasy role-playing magazine currently available. Joe Dever has created a special Lone Wolf solo adventure competition called 'The Battle of Cetza'. It is based on the battlefield conflict portrayed in Lone Wolf Book 10: 'The Dungeons of Torgar'. The four winners of the competition will get to visit Joe at his home and spend a day commanding a vast army in a specially devised fantasy battle. The two opposing army commanders will be Paul Boughton and Wayne, associate editors of GM. In addition to the battle, the winners will each receive Lone Wolf T-shirts, a meal, souvenir photos of the battle, and they'll see the whole event featured in the March '89 issue of GM. (In case of difficulty, GM No. 4 can be purchased by mail. For details, contact GM on 01–278–0333.)

Back issues of early Club Newsletters have recently been reprinted in response to requests from members who want to complete their newsletter collection. The following editions, in chronological order, are now available:

Newsletter 1
Newsletter 2
1985 New Year Special
Newsletter 3
Summer Special 1985
Newsletter 4
1986 New Year's Special
Newsletter 5
Summer Special 1986
Newsletter 6
Newsletter 7
1987 New Year's Special
Newsletter 8
Summer Special 1987
Newsletter 9
Newsletter 10
Newsletter 11

Each back issue costs 0.80p and includes postage & packing to addresses within the UK. Overseas members should add 0.35p per issue to cover airmail costs (all funds in sterling, please). Send your back issue orders to:

LONE WOLF CLUB, Newsletter Back Issues, C/o: Beaver Books, 62–65 Chandos Place, London, WC2N 4NW

Joe Dever and John Grant are currently working on the third Lone Wolf novel entitled 'The Sword of the Sun'. Those fortunate few who have read the manuscripts of the first two novels have been unstinting in their praise, comparing them to the very best works of established science fantasy fiction. To whet your appetites, we shall be printing in the Club Newsletter further extracts from 'Eclipse of the Kai' prior to its publication next June. And now, to serve as an introduction to the 'new boy' on the Lone Wolf team, here is a short biography of 'Legends . . .' co-writer John Grant:

JOHN GRANT was born in 1949 in Aberdeen, Scotland. He now lives in Exeter. Having studied maths, physics and astronomy at London University, it was only natural that he should opt for a career in the arts [!], dividing his time between acting as an editor for various publishing companies and being one of the world's least successful rock singer-songwriters! In recent years, he has concentrated his efforts on editing and writing. His dozen or so books include *The Dictionary of Possibilities* (with Colin Wilson), *Dreamers, The Depths of Cricket, Earthdoom* (with Dave Langford), and the vast *Encyclopedia of Walt Disney's Animated Characters.* He has also written countless articles, reviews, poems, short stories, parodies and humorous features, as well as appearing frequently on radio. His main interests are cricket and fantasy / science fiction. During the summer, when not writing, he bowls dangerously for a local Devon cricket club. He is married to the artist Catherine Stewart and they have a daughter.

Look out for Book Three in the Freeway Warrior series, entitled 'The Omega Zone' which is due for publication in May 1989. Also, watch for a Freeway Warrior computer game set for release around Christmas next year. More news next ish . . .

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

* * *

Name: ALAN HOGAN
Age: 13
Address: Eire
Hobbies: Lone Wolf, FF, Way of the Tiger, soccer, ninja films, miniature figurines.
Would like a boy pen-pal aged 12–13 with similar interests.

Name: SCOTT CARTER
Age: 12
Address: England
Hobbies: Reading, Lone Wolf, writing stories, computers (Electron) watching TV, Grey Star.
Would like a pen-pal, boy or girl, aged 11–13 with similar interests. Promises to answer all genuine enquiries.

Name: DANIEL BESSER
Age: 12
Address: England
Hobbies: Reading, computers (C64), & RPGs.
Would like a pen-pal who wants to exchange computer games and / or RPGs.

Name: JAMIE DAVIES
Age: 12
Address: Scotland
Hobbies: Sport (especially football) & computers.
Would like an American pen-pal, preferably female, aged 11–13.

Name: SIMON BLACKBURN
Age: 12
Address: England
Hobbies: Lone Wolf, Grey Star, Rambo, horror books, FF, films & Grey Star.
Would like a pen-pal aged 11–13, boy / girl, with similar interests.

Name: SEAN KANE
Age: 16
Address: USA
Hobbies: Lone Wolf, Traveller, ElfQuest, Hitchhiker's Guide to the Galaxy, Apple computers.
Would like a pen-pal, boy or girl, who shares some of his interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

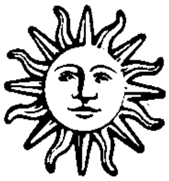
NAME: ....
ADDRESS: ....
.... AGE: ....
YOUR HOBBIES / INTERESTS ....
....
TYPE OF PEN-PAL YOU WOULD LIKE ....
....
....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

Here we feature the under-11 year old category winner of the

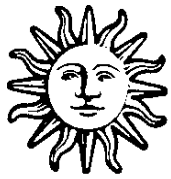
KAI STORY COMPETITION

. . . which originally featured in Club Newsletter No. 9. (For full details of the other category winners of this competition, see the results listing on page 11.)



THE GRAND MASTER WHO THOUGHT HE WAS 'KOURA-TAS-KAI'

By MATTHEW TILLER [aged 9]



Two years before the Great Khordaim War, there lived a Kai warrior who reached the rank of Grand Master at half the expected age, and was congratulated for his progress. So he believed himself to be the 'Koura-tas-kai', the 'son of the sun'.

It was foretold that Kor-skarn should find the *Book of the Magnakai*. So the warrior boarded a ship, taking with him many provisions. During the voyage his ship was blown off course, and he was driven northwestwards, towards the Dajdokritzaga harbour.

He landed in the harbour, though it was strangely silent. Nothing stirred; only seaweed floated on the surface of the black water, and an occasional fish could be seen. He looked up at Vashna's cruel flag and he was chilled to the bone, for this strange silence was far worse than the call of the Zlanbeast, or ghoulish Helghast, or even seeing Zagarna himself.

Slowly he climbed the mountains beyond until a Zlanbeast called overhead. He cowered behind a boulder, watching the Zlanbeast as it blotted out the sun. Its wingspan was vast, its curved beak poised to slay the unwary traveller. The warrior waited until the Zlanbeast had departed, then he began again his long climb. Many times he saw Kraan and Zlanbeast, and many times he was forced to hide.

Then he saw Helghasts. He tried to hide but it was too late. They had seen him. He rose and ran up the mountain. The Helghasts were joined by Xaghash who swung their axes and crushed boulders to dust. More came and formed a circle around the base of the mountain. Up he climbed, but the Xaghash climbed faster. Helghasts came in on all sides. Then the black post of a Zlanbeast's leg appeared before him, and above him its talons reached down to grasp his body.

And suddenly he was in the sky, flying towards the very top of the mountain. He was placed carefully on the summit and then he noticed for the first time that the Zlanbeast had a rider.

"Let us return to Helgedad! Darklord Zagarna will be pleased," sneered the Vordak. And then all the creatures departed.

The warrior stood on the peak, bewildered. Why should a party of Zagarna's creatures, led by a Vordak, chase him up this mountain, catch him, leave him here and then return to Helgedad? Then his attention was caught by a nearby boulder, for around it was tied a rope. The other end of the rope was tied to a basket. In the basket was a book. It was the Book of the Magnakai.

He pulled the basket up and opened the book. He read—

"The Truth of Sun Eagle"

I, Sun Eagle, have been working with the Darklords for all my existence. The Kai Monastery I built for the Sommlending to learn much, and to teach the Darklords. Kor-skarn will read this writing and he will go to the Darklords to learn what he must tell the Sommlending to make them see sense. I have helped by writing of Helgedad in this book—the Book of the Magnakai.

Sun Eagle

The noble Kai warrior took the book and climbed down the mountainside. The sight of the harbour no longer chilled him. He took down the sail which bore the Sommlending banner and put up the cruel moon of Vashna to blow in the wind.

When the ship neared his home harbour he realized his folly. He tied himself to the mast. Many came aboard bearing weapons. He pretended that he had been seized by Vordaks who had tied him up before they left the ship. The truth he told only to his brother, a Kai Lord who had reached the rank of Mentora.

"You will gain nothing by going to Helgedad," said his brother. "It is a dangerous journey. Stay in the monastery and practice your skills."

But the warrior did not heed his brother. He stole a Warhammer and a shield from the armoury and travelled to Helgedad.

The Durncrag Mountains are a terrible sight by day, but worse still by the light of the moon. No Sommlending has dared to go there alone when the sun in not in the sky. Shadows . . .

Once, a Zlanbeast passed overhead. The warrior shook. This night there was no moon in the sky and he could not see the fearsome Zlanbeast . . . but he could sense it. Then bats flitted about. He saw eyes, too small for Giaks; too evil for Drakkarim.

"Have you got the trust of the Sommlending?" hissed the Vordaks. They carried ropes in their bony hands and morning-stars that glowed evilly in the darkness.

"Yes," muttered the noble warrior.

"And you have told them the true contents of the *Book of the Magnakai?"*

"N-no . . . I haven't," stammered the warrior.

"You haven't!" they hissed.

Then the warrior fell asleep.

When he awoke he was in a tavern, but a very unusual tavern. There were no tables or seats, and Vordaks, Giaks, Xaghash, Helghasts, Zlanbeasts, Crypt Spawn and Kraan were all about, standing, leaning, drinking, belching and breaking plates. Then the warrior noticed another creature, a truly hideous one. For how else could you describe Darklord Zagarna?!

He stood there, regarding the Grand Master.

"Kor-skarn!" he hissed, "you have not followed the advice of Sun Eagle." The man from Sommerlund backed away. His mind was in two parts, each fighting to gain control. One part said: *'RUN! IT'S ALL A TRICK!'*; the other part said: *'STAY, THE KOURA-TAS-KAI WERE TRULY BORN TO HELP THE DARKLORDS—DO SO!'* And worse still, for this Sommlending warrior, both parts seemed to be offering hope to his people.

Finally, it was too much for him. He fled the tavern and he was pursued. On and on he ran until he found himself in Dajdokritzaga harbour. He sprang aboard his ship, set sail and was caught by a wind which blew him south eastwards. Soon he was in Sommerlund and he had successfully escaped from the creatures of Helgedad.

He told no one of his adventure, nor that he was Kor-skarn. And so it continued that way until one day . . .

There were shouts in the monastery: 'The Elder Magi are coming!' And these shouts were true. They announced: "We should like to congratulate Jac Fariim for going to Helgedad, and for the great bravery he showed in Dajdokritzaga harbour." The Grand Master gasped, for that was . . . *his name!*

"I know what you must be thinking," said the leader of the Elder Magi. "You are not Kor-skarn and neither did you find the real *Book of the Magnakai.*"

"I did!" replied Jac, indignantly.

"The book you found was written by Helghasts. It was made to look old by Helghasts before they put it on the mountain. You were shepherded there by Vordaks and the other foul creatures so that you would find it, read it, and then help Zagarna. Fortunately his plan did not work."

A feast was held, but it was for Jac, rather than for the Elder Magi for whom it had originally been intended. And so ends the story of the Grand Master—the Grand Master who thought he was Kor-skarn!

Beginning this issue, the Lone Wolf Club is proud to present a serialisation of the first of the *Legends of Lone Wolf* novels entitled:

ECLIPSE OF THE KAI

Joe Dever and John Grant

'Fool!'

The Guildmaster did not flinch. White-haired and white-bearded he sat almost nonchalantly on his gilt throne and looked at Vonotar with tranquil blue eyes.

The lack of response infuriated the magician. 'Incompetent!' he cried. 'Dotard!'

The Guildmaster stirred in his seat When his words came they did so unwillingly. 'Vonotar,' he said, his voice rusty, 'we have had this argument many times before. The Brotherhood of the Crystal Star is devoted to the left-hand path of magic, to countering the forces of Evil, to assisting the noble Gods Kai and Ishir, to—'

Vonotar spat. He was a tall, handsome man with a neatly trimmed black beard and a proud aquiline nose. His grey eves flickered with fury.

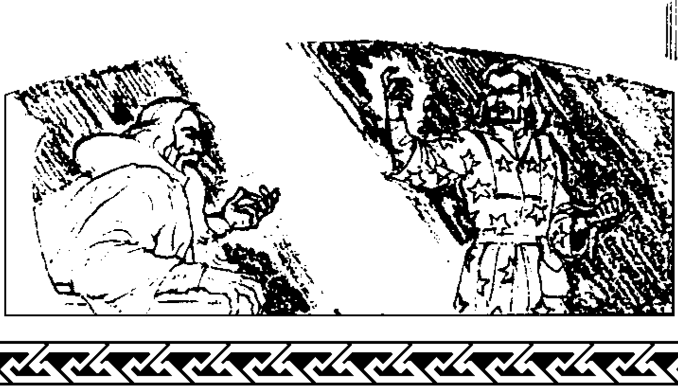
'You churn out all the old nonsense, you doddering old fool,' he snapped. 'Our Brotherhood was initiated for one reason only: the attainment of power! You and your predecessors have led us away from our true imperative. What are we now?' He swept his arm impressively to indicate the gathering of the Brotherhood's Elders, who were listening in shocked silence. Even the Guildmaster silently admitted that they were not a prepossessing collection: male or female, they betrayed all too visibly the signs of advanced age and mental moribundity.

Before the Guildmaster could respond, Vonotar spoke again, his voice as sharply edged as a Giak sword. 'Yes, I know what you're thinking, Guildmaster. This collection of antiques ... what are they? They're people who have ascended to the councilship of our Brotherhood simply because they're old. Never have they asked a question; never have they tried to suggest that the role of our Brotherhood should be *thought* about. They are . . . they are . . . aged *nothings!*'

The hall of Toran's Guild of Magicians was silent. Through a stained-glass window shone a beam of bright red sunlight in which swam motes of sparkling dust. For a few moments they were the only things moving as Vonotar, the Guildmaster and the Elders remained in a frozen tableau. Vonotar's arms were outstretched, one index finger pointing accusingly at the Guildmaster, the other at the low gallery where the twelve Elders sat, their mouths agape in various expressions of horror and insult. The dusty banners of the Brotherhood of the Crystal Star hung motionless in the dank air.

The stillness was interrupted by a kitten. Small and grey, it scampered into the hall, jumped with some difficulty up the three steps to the throne of the Guildmaster, and began to rub itself appreciatively against his leg.

One of the Elders chuckled, and that broke the spell.



Vonotar seemed to swell in size. Always a big man, he now appeared twice life-size. His broad chest pressed against the fabric of his starred blue robe.

'You!' he shouted, pointing at the Elder. 'You find something to laugh about? I have studied the right-hand path of magic, and I know it is our only way to power.'

He moved his arm around until he was pointing at the kitten, which was now licking the Guildinaster's foot. 'Can you do this using the left-hand path?' he whispered. A flame shot from his finger to the kitten. The little animal collapsed into a pile of ashes.

Vonotar turned back to the Elders. 'Be warned,' he said. 'I could do that to any one of you. The magic of the right-hand path is much more powerful than that of the left. It can be used for killing as well as curing. If our Brotherhood is to achieve the power which it deserves—which it *needs*—we must be prepared to study the right-hand path!'

The Guildmaster looked at Vonotar with studied vagueness.

'Killing a kitten is a childish trick, and hardly worthy of you, Vonotar,' he said mildly. 'Perhaps you can use the right-hand pat to restore the kitten to life?'

The rebel folded his arms and stared belligerently at his frost-haired Guildmaster.

There was another silence.

The Guildmaster had been appointed not just because of his magical prowess but also because he had a perfect sense of timing. After he had allowed the moment to hang long enough he smiled at Vonotar as a parent might at a child. Then he leaned forward to touch the small heap of ash at his feet. It stirred itself, and within an instant was a small grey kitten. The kitten clawed its way up the Guildmaster's robe and sat in his lap, where it settled and began to purr loudly.

'You see,' said the Guildmaster, 'our Brotherhood is nor just about power, it is about power to save this world—all Magnamund—from the forces of evil. We eschew the right-hand path deliberately because, although the wise may use it with impunity the foolish may find themselves in the thrall of Naar, the King of Darkness.'

'Naar!' shouted Vonotar. 'You say that Naar is evil, but do you know that he even exists?'

'Yes,' said the Guildmaster quietly. He lowered the kitten gently to the floor. 'Even now his minions, the Darklords, are gathering their forces in Kaag. Their plan is to lead their forces eastward over the Durncrag Mountains and conquer Sommerlund. Our land is to be put to the torch and the sword, our people to be tortured or murdered or enslaved. If you choose to use the right-hand path you will help all this to come about.'

Vonotar spat again. This time the Guildmaster looked pointedly at the place where the spittle had landed. His forehead wrinkled as he concentrated. The sunlight in the hall flickered. Where the spit had been there was now a small yellow rose-blossom.

'Evil,' said the Guildmaster, 'can be turned into Good, but only after a long and difficult struggle. To turn Good into Evil is far easier.'

He waved a finger in a leisurely way and the rose-blossom was once again a blob of spittle.

'Can you, Vonotar,' said the Guildmaster, 'transform the mark of your hatred and spit back into a blossom?'

ECLIPSE OF THE KAI by Joe Dever and John Grant will be published late spring / early summer 1989 by Beaver / Arrow books. Signed copies of this book, and the second *Legends* title, *'The Dark Door Opens'*, will be made available to club members shortly before publication.

The rebel looked at a gathering of Elders, and sneered. 'The right-hand path allows us to do anything,' he proclaimed pompously. From a pocket of his robe he pulled a short Y-shaped rod, which he pointed at the tiled floor where the spittle lay. His whole body tensed as he poured the full force of his magical knowledge into the rod. Crimson sparks surrounded his body and the air grew thick.

'Try as you will, Vonotar,' said the Guildmaster softly.

'Damn you,' muttered the rebel. The arteries of his face stood out in relief as he strained to summon up every last reserve of his right-hand powers.

There was a loud crack, as if one of the great stones of the walls had suddenly shattered. Vonotar half-collapsed from the abrupt release.

On the floor there was a tiny creature. No more that a fingerlength long, it sat there squatly. It wrinkled back its grey-green lips to reveal an array of blood-red teeth. Its eyes were as hard and soulless as adamantine.

Vonotar looked at his creation with revulsion. He glanced up at the Guildmaster, who allowed himself a small smile.

'What is . . . this?' said Vonotar.

'It is what you have been able to create from the sign of your hatred.'

'All that is ugly is not wicked,' countered Vonotar.

'True,' said the Guildmaster, 'and all that is wicked is not ugly. But do not allow your eyes or your mind to be deceived: just because something is ugly does not mean that it is *not* wicked.' He leaned forward to tickle the ears of the kitten. 'The creature you have brought into our hall is both ugly and wicked. Although it is so tiny, its bite is powerful enough to rip out the throat of the strongest of men. And you have no way of controlling it. It may choose to kill me, but it may equally choose to kill you, or any of the rest of us gathered here.'

The Elders shuffled uneasily in their seats.

'Vonotar, from hatred you have created Evil. That must always be the way for those who choose to follow the right-hand path. Make no mistake: Evil is powerful, and slow to die. Yet it can be conquered. Those on the side of Good need not have strength in order to defeat—they need only ability, agility, and the will to succeed in their cause. Watch carefully.'

The Guildmaster leaned forward again to the kitten, but this time he picked it up and settled it on his knees. He stroked its head, and its eyes closed as it released itself into the ecstasy of the moment. He ruffled the fur between its forelegs and it looked mildly annoyed. Then he whispered a few words in its ear. The kitten stood upright, and its tail began to flick. It stared intently at the loathsome little creature on the blue-and-silver mosaic floor. It leapt swiftly from the Guildmaster's lap and crouched by his feet.

The toadlike creature stared back. Its mouth opened again to reveal those razor-sharp teeth, and a luridly red forked tongue emerged. Clearly it was hungry, and equally clearly it saw the kitten as its next meal.

'Which side are you on, Vonotar?' breathed the Guildmaster dustily.

Vonotar did not reply. Like the Elders he was utterly motionless, watching in helpless fascination the contest that was about to begin.

'The cat is called Grey One,' said the Guildmaster. 'It is young, and it is not strong. Yet I pit it against your creature, and I know that it can win. Does your creature have a name? Surely'—the quiet voice held more than a touch of mockery—"that . . . that *thing* must have a name?'

'I give it no name,' muttered the rebel.

The kitten looked at him with contempt, sat up, and began studiously to wash its paw.

The creature on the floor suddenly scuttled forward towards its adversary, its horny claws rattling on the floor's stone tiles. Its breath was a high-pitched hiss.

The kitten wiped its damp paw over its head.

The creature pounced . . . and landed on the step where Grey One had been only an instant before. The kitten had moved like quicksilver, so that now it stood behind Vonotar. While the small monster looked this way and that in perplexity, its forked red tongue anxiously probing the air, Grey One leapt up on to Vonotar's back and rapidly scrambled up to his shoulder.

'What the—' stuttered Vonotar

The kitten nuzzled its cheek against his ear and started, once more, to purr.

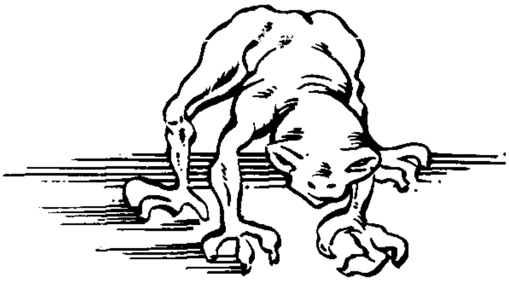
The magician accepted the affection for a few moments, and then came to a decision. Abruptly he walked the few paces necessary to reach the steps to the Guildmaster's throne and stamped down once, twice, three times on the monster he had brought into existence. Then he brought his leonine head forward to glare into the Guildmaster's eyes.

'You say I flirt with Evil,' he shouted, his voice echoing away through the vaults of the huge hall, 'and yet, as you can see, I allied myself with the kitten. We can use the right-hand path for Good, I tell you! Without it we can never gain supreme power, and without supreme power we can never bring the world to its senses!'

The Guildmaster seemed to ignore this tirade.

'Who killed your little monster, Vonotar?' he sighed.

'I did, of course!'



'No. The kitten did. Grey One used you as a weapon just as you might use an arrow to kill a Giak. The kitten knows more about the difference between Good and Evil than you do, my friend. Oh, yes,'—the Guildmaster held up a hand to ward off the torrent of words that threatened to issue from Vonotar's lips—'you are a man of great learning, and all of us respect you for that. But your learning has been at the cost of your wisdom. My kitten has read no books and discovered no spells, yet it recognized Evil and, even though it was weak, understood immediately how to deal with it.'

Vonotar tried to say something, but from the flurry of expressions chasing each other across his face it was obvious that the chaos in his mind was beyond words.

'Grey One is my gift to you,' said the Guildmaster, and this time there was not a trace of taunting in his smile. 'Let the kitten be your mentor the next time you desire to follow the Right Hand Path.'

At last Vonotar found words.

'I reject your gift!' he thundered. '*I* killed the creature! It was I who saw it as the incarnation of Evil. Just because I practise the Right Hand Path doesn't mean that I'm not on the side of Good.'

'So Good conquers Evil through the stamping of your foot,' said the Guildmaster sadly. 'Vonotar, lift that foot.'

The rebel obeyed, and then looked down.

Crushed on the hard stone step lay the remains of a yellow rose-blossom.

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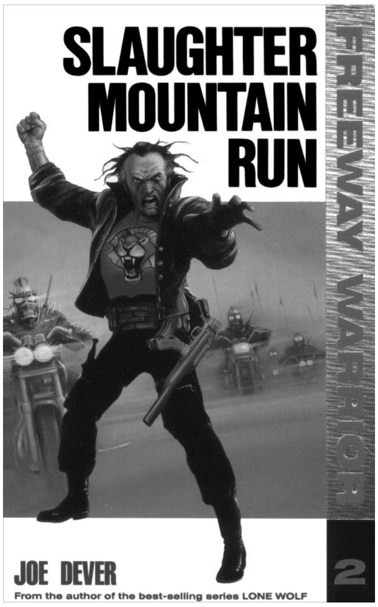


"*SLAUGHTER MTN RUN*" by Joe Dever. Official publication date—8th December 1988. Price £2.50. Non-UK/BFPO members please add 0.60p per book for postage & packing.

LONE WOLF CLUB COMPETITION RESULTS

This issue we list the winners & runners-up to three recent Lone Wolf Club competitions:

The Masters of Darkness

WINNER: **BRIAN DALTON** of LEICESTER
RUNNERS-UP: GEORGE CAYLEY OF LONDON W7
FIONA COLLINSON of SCOTLAND
SIMON PICKERING of MOSTON

PRIZES: 1st: Casio H7 Solar Calculator
R-U: Lone Wolf T-shirts

ANSWERS:
1. Aieta Nematah
2. Jen
3. Khat
4. The Plain of Guakor
5. Vault of Sedron
6. 30 feet
7. Haagadar
8. They painted their faces and armour with magical runes
9. The Grand Sepulchre of Tolakos
10. Acorn-shaped

The Prisoners of Time

WINNER: **LAWRENCE SMITH** of POOLE

RUNNERS-UP: SUSAN MAN of LONDON N2
JOHN POPKIN of RAINHAM
JOHN RIMELL of SPALDING

PRIZES: 1st: Optex Starshot 35mm Camera
R-U: Lone Wolf T-shirts

ANSWERS:
1. Externment Chamber
2. Transfusors
3. Ore Transporter / 'Stone Taker'
4. Xog
5. Red-finned sea carp
6. Nebora
7. Electricity
8. Xog & Taktaal

KAI STORY COMPETITION

The winners of the Kai Story Competition featured in Newsletter No. 9 were:

Under 11s: "The Grand Master who thought he was a Koura-tas-Kai"
by **Matthew Tiller** aged 9

12s to 14s: "Power, Darkness & Death"
by **David Spillman** aged 14

Over 15s: "Countdown to Death"
by **James Tipp** aged 18

Congratulations to Matthew, David and James, each of whom receives Sheaffer Calligraphy Gift Sets. The winners will have their stories published in the Club Newsletter, beginning this issue with Matthew Tiller's tale of a would-be Koura-tas-kai (see pages 6/7).

KAI GRAND MASTER CLUB COMPETITION

This issue's competition consists of 12 questions, the answers to which can be found in all twelve Lone Wolf gamebooks. All you have to do is answer the questions correctly, in the spaces provided, then fill in your name, rank, address and age, and send the completed form (or a neat photocopy) to the club c/o the address shown below.

All entries must be submitted no later than 28th February 1989. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post no later than 3rd April 1989.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a signed copy of the original manuscript of 'Eclipse of the Kai'—the first of the forthcoming 'Legends of Lone Wolf' novels. The next three correct entries will win a Lone Wolf T-shirt.

1. Name the bridge where Crown Prince Pelathar died.
   ....
2. By what name does Gashgiss know the Helghast?
   ....
3. Name the island situated 150 miles northwest of Ljuk.
   ....
4. Who were the troubadours Lone Wolf met on the Ruanon Pike?
   ....
5. What colour is Vordak blood?
   ....
6. Name the Salonese prince who stole the Lorestone of Varetta.
   ....
7. Name the Slaver of Gzor.
   ....
8. Who is Lord Constable of the Royal Citadel of Talestria?
   ....
9. What do the poor peasants of Anari use to fuel their campfires?
   ....
10. What are the first names of the brothers Jarel?
    ....
11. Name the horse-like creatures used by the Ookor.
    ....
12. What kind of troops guard the gates of Argazad?
    ....

NAME.......... KAI RANK..........
ADDRESS..........
....
....
.... POSTCODE.......... AGE .... T-SHIRT SIZE..........

Send your completed entry to: THE LONE WOLF CLUB (No. 12),
Beaver Books, 62–65 Chandos Place, London, WC2N 4NW, England

NEWSLETTER No. 13

The third adventure in the Freeway Warrior series—

'The Omega Zone'

is set for publication on 6th July 1989. Prior to its release, the first two novels in the eagerly-awaited 'Legends of Lone Wolf—

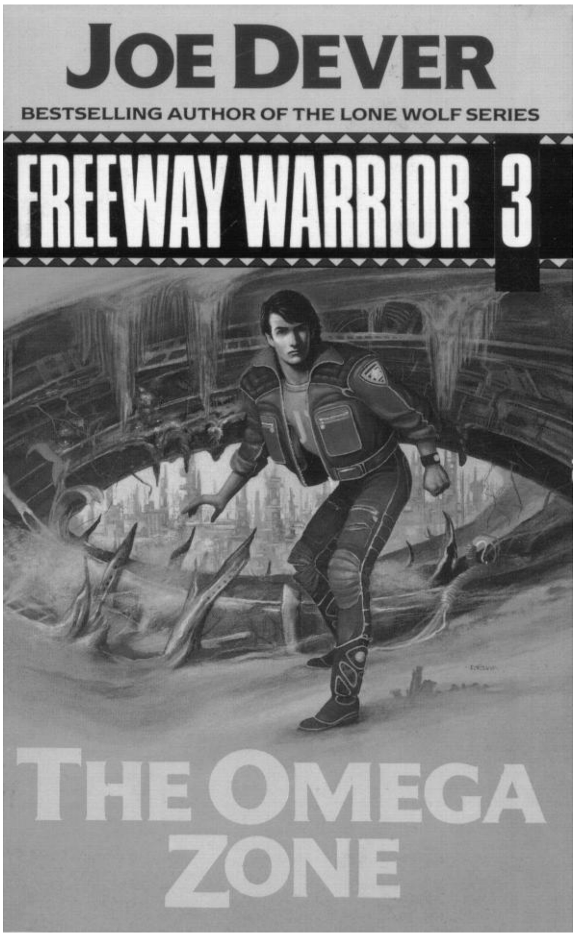
'Eclipse of the Kai'

&

'The Dark Door Opens'

—will be published on 1st June.

See pages 8 & 9 for the second excerpt from 'Eclipse', and page 11 for further News from the Monastery . . .


JOE DEVER
BESTSELLING AUTHOR OF THE LONE WOLF SERIES
FREEWAY WARRIOR 3
THE OMEGA ZONE

Monastery Mailbag

This issue's mailbag is devoted to a letter from Simon Martinez of Liverpool, who has submitted his complete review of LONE WOLF gamebooks 1–12. This is his personal review, and is one which you may not entirely agree with. However, you will have an opportunity to say so!

Featured opposite is a LONE WOLF REVIEW SHEET which we would like you to fill in and return to the club by 1st May 1989. We will be collating all the reviews and we'll publish the results in a forthcoming newsletter (Summer '89). As an added bonus, the first three review sheets chosen at random from all those received by 1st May, will win pre-publication copies of the first two LEGENDS OF LONE WOLF novels—"**Eclipse of the Kai"** and "**The Dark Door Opens**", signed by Joe Dever and John Grant.

****

Dear Kai Grand Master!

I am writing to you to express my extreme admiration for your Lone Wolf gamebook saga. The best points of your books are:

1. The excellent combat system
2. The neat paragraph section
3. Excellent writing style—very dramatic
4. Continual ability to maintain a high standard
5. Eye-catching covers (especially those by Brian Salmon)
6. The distinct atmosphere of Magnamund
7. The beautifully coloured maps
8. The tremendous journey in the Daziarn Plane
9. The gripping plots
10. The improving Disciplines & Kai ranks

Here's my review of the Lone Wolf books:

RATING IN % FROM 1% TO 100%

BOOK 1: FLIGHT FROM THE DARK
Atmosphere: 75%
Quest: 60%
Difficulty: 72%
Illustrations: 70%
Overall: 78%
Comments: *A nice foundation to the series.*

BOOK 2: FIRE ON THE WATER
Atmosphere: 90%
Quest: 93%
Difficulty: 90%
Illustrations: 82%
Overall: 94%
Comments: An excellent quest.

BOOK 3: THE CAVERNS OF KALTE
Atmosphere: 81%
Quest: 82%
Difficulty: 80%
Illustrations: 90%
Overall: 88%
Comments: *Unusual setting—good!*

BOOK 4: THE CHASM OF DOOM
Atmosphere: 77%
Quest: 70%
Difficulty: 82%
Illustrations: 70%
Overall: 74%
Comments: *Very good ending.*

BOOK 5: SHADOW ON THE SAND
Atmosphere: 87%
Quest: 81%
Difficulty: 75%
Illustrations: 80%
Overall: 91%
Comments: *Frightening confrontation with Darklord Haakon.*

BOOK 6: THE KINGDOMS OF TERROR
Atmosphere: 88%
Quest: 90%
Difficulty: 89%
Illustrations: 85%
Overall: 91%
Comments: *Exciting encounter with Cener Druids.*

BOOK 7: CASTLE DEATH
Atmosphere: 93%
Quest: 90%
Difficulty: 94%
Illustrations: 88%
Overall: 92%
Comments: *Brilliant descriptions.*

BOOK 8: THE JUNGLE OF HORRORS
Atmosphere: 80%
Quest: 85%
Difficulty: 90%
Illustrations: 82%
Overall: 72%
Comments: *A bit disappointing after Castle Death.*

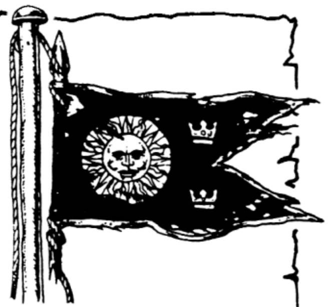
BOOK 9: THE CAULDRON OF FEAR
Atmosphere: 90%
Quest: 89%
Difficulty: 93%
Illustrations: 94%
Overall: 93%
Comments: *I liked the new look & the encounter with the Zakhan.*

BOOK 10: THE DUNGEONS OF TORGAR
Atmosphere: 96%
Quest: 97%
Difficulty: 96%
Illustrations: 92%
Overall: 98%
Comments: *Totally excellent book.*

BOOK 11: THE PRISONERS OF TIME
Atmosphere: 98%
Quest: 99%
Difficulty: 90%
Illustrations: 95%
Overall: 99%
Comments: *Unique supernatural quest.*

BOOK 12: THE MASTERS OF DARKNESS
Atmosphere: 99%
Quest: 99%
Difficulty: 100%
Illustrations: 97%
Overall: **101**% (!)
Comments: *Tremendous book all the way through.*

LONE WOLF GAMEBOOK SERIES REVIEW



GIVE RATINGS IN % FROM 1% TO 100%

BOOK 1: FLIGHT FROM THE DARK

Atmosphere: ....
Quest: ....
Difficulty: ....
Illustrations: ....
Overall: ....

Comments: ....
....

BOOK 2: FIRE ON THE WATER

Atmosphere: ....
Quest: ....
Difficulty: ....
Illustrations: ....
Overall: ....

Comments: ....
....

BOOK 3: THE CAVERNS OF KALTE

Atmosphere: ....
Quest: ....
Difficulty: ....
Illustrations: ....
Overall: ....

Comments: ....
....

BOOK 4: THE CHASM OF DOOM

Atmosphere: ....
Quest: ....
Difficulty: ....
Illustrations: ....
Overall: ....

Comments: ....
....

BOOK 5: SHADOW ON THE SAND

Atmosphere: ....
Quest: ....
Difficulty: ....
Illustrations: ....
Overall: ....

Comments: ....
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BOOK 6: THE KINGDOMS OF TERROR

Atmosphere: ....
Quest: ....
Difficulty: ....
Illustrations: ....
Overall: ....

Comments: ....
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BOOK 7: CASTLE DEATH

Atmosphere: ....
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Illustrations: ....
Overall: ....

Comments: ....
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BOOK 8: THE JUNGLE OF HORRORS

Atmosphere: ....
Quest: ....
Difficulty: ....
Illustrations: ....
Overall: ....

Comments: ....
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BOOK 9: THE CAULDRON OF FEAR

Atmosphere: ....

Quest: ....

Difficulty: ....

Illustrations: ....

Overall: ....

Comments: ....

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BOOK 10: THE DUNGEONS OF TORGAR

Atmosphere: ....

Quest: ....

Difficulty: ....

Illustrations: ....

Overall: ....

Comments: ....

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BOOK 11: THE PRISONERS OF TIME

Atmosphere: ....

Quest: ....

Difficulty: ....

Illustrations: ....

Overall: ....

Comments: ....

....

BOOK 12: THE MASTERS OF DARKNESS

Atmosphere: ....

Quest: ....

Difficulty: ....

Illustrations: ....

Overall: ....

Comments: ....

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KAI STORY COMPETITION

In this issue we feature the 11–14-year-old category winner of the recent Kai Story Competition, which featured in Club Newsletter No. 9:

‘POWER, DARKNESS AND DEATH!’

by DAVID SPILLMAN [aged 14]

Zakhan Kimah relaxed in his chair and smiled. He looked up and gazed deep into the eyes of the Magadorian ambassador, Lord Manta, who flinched under the force of his stare. He knew why this snivelling wretch was here. Already Vassagonia’s forces were poised to overrun Magador with fire and sword. Lord Manta had been instructed to prevent war with Vassagonia at all costs, but he had not been prepared for the Zakhan’s next words—

“You have a choice. Magador . . . or Doranium.”

Manta caught his breath sharply. It had been thought that the discovery of Doranium in the Magador mountains had been kept a closely guarded secret. It was the most powerful substance known to man.

“If it would save our people's lives . . .” he began.

“It would.”

Some choice, thought Manta. *But how can I give ultimate power to a man such as Kimah?* Long moments passed. Lord Manta’s brow remained furrowed with concentration; the Zakhan looked smugly across at the Magadorian’s discomfort. *The fool*, he thought. As if yielding to his demands would save the lives of the people of Magador. And when Manta’s faltering answer finally came, the ruler of Vassagonia was satisfied once and for all as to the weak character of the Magadorians. And that which he craved most dearly would soon be his: the *Orb of Death*.

Work began. The Zakhan sent his most learned alchemists to Xanar to help construct the Orb. The alchemists worked feverishly, continually, without rest, until at long last, after five moons, the *Orb of Death* was completed.

Night. Lord Manta shifted uneasily in his seat. To hinder the Zakhan would mean certain death for hundreds of innocents. But how could he allow a being as corrupt as Kimah to wield a weapon as powerful as the *Orb of Death?* There was only one solution. The work was in progress in a secluded tower several miles away from Xanar, therefore he would prepare a special torch. It would be hollow and filled with Bor powder, the explosive mixture invented by the Drodarin gunsmiths. A single spark from his tinderbox would ensure the quick demise of the Vassagonian leader. The Zakhan would visit the tower in three days’ time, and in three days’ time the Zakhan would be dead!

The fateful night came. Lord Manta led the Zakhan through the tower to where the Orb lay.

The powder was packed in place, and Manta swallowed nervously as Kirnah's piercing gaze seemed to extract the treachery from him.

And there it stood, on a dais—a black orb, oozing fear and darkness. Manta shivered.

"At last," breathed the Zakhan, his dark eyes gleaming. *"The Orb of Death!"*

Unnoticed, behind him, Lord Manta shuffled his way towards the torch resting in a wall-bracket.

"And now, Zakhan," said Manta, his thin voice rising, "your time has come!"

Before Kimah could stop him, Manta lit the torch. There was a flash and a devastating explosion ripped through the tower, reducing it in seconds to a blazing heap of rubble. But in the midst of the wreckage . . . something stirred. With a mighty effort, a tall figure shrugged off the stones that encased him, and with a bloodied fist he raised the *Orb of Death* to the night sky.

"I live!" screamed the Zakhan. "I am invincible. I am all-powerful. And now, Lone Wolf . . . I come for you!!"

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: JENS MARTIN
Age: 15
Address: Luxembourg
Hobbies: Stamps, riding, reading, writing, computer games.
Would like a pen-pal, age not important, with same or similar interests.

Name: SIEW MENG EE
Age: 12
Address: Singapore
Hobbies: Lone Wolf, Grey Star, Greek mythology, comic books.
Would like a pen-pal, aged 11–13 who is good at keeping secrets!

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

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G.M.

Continuing this issue, we present selected excerpts from the first *Legends of Lone Wolf* novel entitled:

ECLIPSE OF THE KAI

Joe Dever and John Grant

Cast your mind back to a time before the world was young . . .

'In a time that was so long ago that there was no time, the Lords of Good and the Lords of Evil were locked in battle. This was a bloodless conflict, for the Gods have no hands to raise swords and no bodies to be injured. They are everywhere and yet they are nowhere. The breeze that makes a leaf tremble is a manifestation of a God. The fall of rocks to crush children in the creaking thunder of an avalanche is a manifestation of a God. The sweet breathing of a peaceful sleeper is a manifestation of a God.

The war between the Lords of Good and Evil had been in progress for eternity. We can understand what is meant by 'eternity' no better than we can understand the true nature of the Gods. We are limited by our own notions of what time is. We look around at our Universe and we see that everything is in a state of change: moons orbit planets, planets orbit stars, stars orbit the centres of their galaxies, and the galaxies themselves swiftly recede from each other. On the more mundane level, we are born, we age and, in due course, we die. We look at all these changes, and we say that they are the product of "time's passing". This comforts us, but in fact it is not really an explanation. The truth is that we have a name—"time"—for something whose nature we cannot even begin to comprehend.

"Eternity" is another of those words which we use but do not really understand. To most of us it means—if we are honest with ourselves—nothing more than "a very long time". A few million years, perhaps. Some people cast their scope wider, and can imagine eternity as lasting for a few billion years, yet even then they cling to the reassuring idea that, somewhen, time *started*. What happened before that moment is something about which they can only speculate, yet they accept that there must have been such a moment. Their vision of eternity is the span of time between then and the infinite future—for no one has a vision of time ever ceasing to be.

'But this view of eternity is a fallacy. A fallacy based on a fallacy. Time is an idea created by mortals solely to explain what they see going on around them. To the Gods, there is no such thing as time; their Universe has been in existence forever, and will remain in existence forever. Eternity, for the Gods, is indeed eternity.

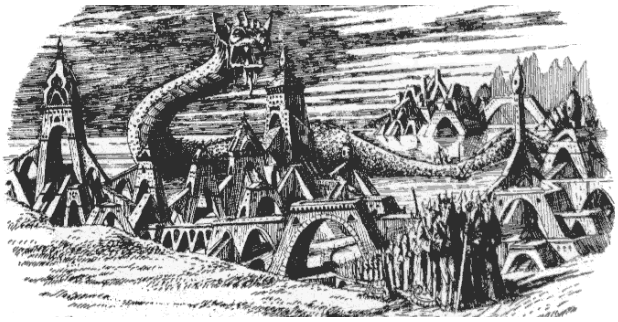
'Nevertheless, we should not throw away the concept of time too swiftly. Countless billions of years before the creation of the Moonstone there was a ripple in the timeless waters of eternity. This ripple was the sudden appearance of our physical Universe—the stars and the planets and the stones and the trees and the air and the flowers. And creatures such as ourselves.

'The formation of the Universe came about in this way.

'The Goddess Ishir sought an end to the ageless war. We cannot imagine how the Gods speak with each other, yet we know that somehow she gained the attention of Naar, the King of the Darkness, and communicated with him. She swore to guarantee that the Lords of Good would no longer battle with the Lords of Evil on condition that the Lords of Evil made a similar promise. Naar, too, was tired of the war and so, rather to Ishir's surprise (if Gods can be said to possess the faculty of surprise), he agreed to her terms.

'Peace reigned, but the Gods needed a symbol of their accord. Ishir took the truth of her pledge and shaped it into a vessel. Of course, this was not a box or a barrel; yet the Gods perceived it as a vessel. Into it she placed Naar's power and evil, so that they would remain sealed away from the rest of the Universe. The vessel and its contents were called Aon, meaning "Great Balance".

'Gods may be everywhere, but they are not omniscient. Ishir could not know that, by creating Aon, she had sparked off the creation of our physical Universe. For all of eternity spacetime had been featureless—a blank backdrop before which the war between the Gods had been conducted—but now it had been disrupted. Aon was a tiny seed, yet its effect upon space-time was to buckle it and crumple it until the smallest subatomic particles came into explosive existence. Soon these particles used the forces and energies about them to unite into atoms, and within a breath of a God's slumber the physical Universe was populated by myriad brilliant stars, each with its retinue of worlds.



'The Gods were amazed. Never before had they imagined that there could be a reality outside their own intangibility. They watched as the physical Universe evolved and achieved its rather dubious stability. They saw the galaxies fleeing from one another. They saw stars explode and, in so doing, create new stars. They saw planets cool to become hard, rocky balls or clumps of liquid and gas.

'They saw life crawl from the waters of some planets.

'It was then that the fragile Peace of Ishir fell asunder. All through the endlessness of eternity the Gods had assumed that sentience and free will were exclusively reserved to themselves: now they saw that the physical Universe born from Aon was capable of generating other intelligent beings—not in their thousands of their millions, but in their billions of billions. These life-forms, thought the Gods, were their potential allies.

'Naar was the first to break the truce. He saw a small world, near the edge of a minor galaxy, whose inhabitants were following a version of the way of Darkness, and he chose to manifest himself there. He took the form of a small child, so that even the good among the world's inhabitants among the

ECLIPSE OF THE KAI by Joe Dever and John Grant will be published late spring / early summer 1989 by Beaver / Arrow Books. Signed copies of this book, and the second *Legends* title, *'The Dark Door Opens'* will be made available to club members shortly before publication.

world's inhabitants believed in his innocence. Within a few generations that world was committed to Evil, and countless millions of its denizens had been put to agonized death.

'For Naar had discovered something new during his excursion into bodily form. The Gods had never had any realization of pain. They had observed death (another novel idea) among the peoples of the countless worlds of Aon, but they had had no conception that there was such a thing as pain among the mortals. It was something totally alien to anything which they themselves had ever experienced.

'Naar relished his discovery—and his newfound power. By threatening pain he could make mortals bend to his whim. He seized upon another world, and then another. Ishir soon recognized that the war between the Lords of Good and Evil had entered a new phase, and was now to be fought through mortals. Quietly she annexed several worlds for the forces of Good, and communicated this fact to Naar. His response was to subject all the liveable planets of a large galaxy to his brutal regime. Ishir's reply was to send emissaries to more than a quarter of the habitable worlds in Aon. Naar retaliated by—

'But all of us here know what happened thereafter. The balance between the forces of Good and the forces of Evil in our Universe is a delicate one. A single world—our own—is all that stands between the triumph of Naar and the triumph of Ishir.

'Ishir's companion, the noble God Kai, the God of the Sun, came to help us in our task. But even Kai will never on his own be able to guide our world into the path of Good. We Sommlending are imperfect instruments of Kai and Ishir, but it is in our power to ensure that Evil is abased. Yet the forces of Darkness are all around us. Even as I speak to you, the Darklords are amassing their forces at Kaag in preparation to march upon Sommerlund.

'My pupils, the final war may not come in our lifetimes, but it could equally well be launched tomorrow, or even today. As yet you are only acolytes, but soon you will be Kai Lords like myself. Be always watchful for the agents of Naar, for perhaps they are among us as I speak. And remember that, even if you yourselves are not chosen to fight in the glorious war against Evil, those whom in years ahead you teach or guide by your example may be—so your training will not be in vain, for you can pass on to them all that you have learned.

'I am an old man, and I am tired, even though the sun is barely over the horizon. Your lessons are ended for the day. In ten days' time it will be Fehmarn, and every Kai Lord will be gathered here to celebrate the first day of spring. Make sure that you are courteous if you meet them; even better, keep out of their way.

'Lessons will resume tomorrow at daybreak, as usual, here in the refectory. Break your fast, my pupils, and glory in the fact that the last war between Good and Evil has not yet begun.'

His morning lecture over, the elderly Kai Lord Storm Hawk settled down to his own meal, a steaming boiled trout fresh from the river. He was a massive man. He had spent twenty years of his old age as a teacher here at the monastery—a task which he performed excellently. The young men and women in his charge would soon become warriors in the cause of Good, he ruminated as he stared at his fish, which stared back glassily. All except . . .

◆

He looked up and, sure enough, one of them was slipping from the room. The boy named Silent Wolf was a major headache. Yet again he had fallen asleep in class, and so yet again he had been condemned to forego breakfast in order to collect firewood from the outskirts of the forest. In fact, because of Silent Wolf's constant misbehaviour, the monastery currently had more firewood than it could possibly burn over the summer months: the futility of Silent Wolf's punishment was part of the lesson which Storm Hawk hoped he would learn from it. Even so, it was likely that the boy would never achieve the status of Kai Master. It had been a mistake plucking him from his village and bringing him here to the monastery.

Storm Hawk returned his attention to his fish. It looked appetizing enough but . . . but somehow he felt uneasy. Today was not like any other day; he felt certain that something was going to happen, but he didn't know from where that certainty had sprung. His own powers of prescience were limited, yet now he used them to probe the future as best he could: there was nothing but amorphous darkness.

He shuddered, and pushed his plate away from him. Few of the acolytes noticed as he left the room, his head bowed in anxiety.

LONE WOLF

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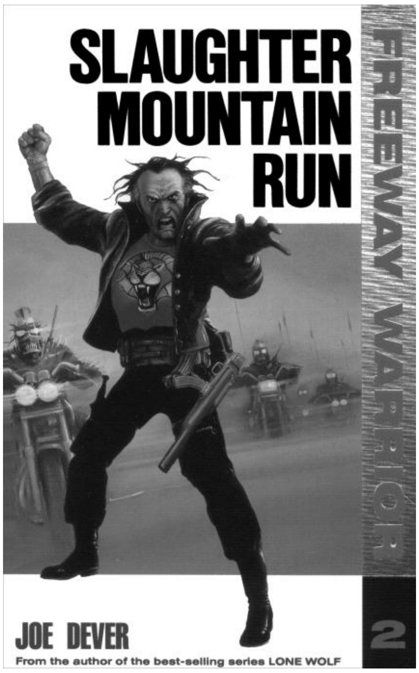


News from the Monastery

Joe Dever and John Grant have recently completed the third novel in the Legends of Lone Wolf series, entitled: '**The Sword of the Sun**'. It mirrors closely Lone Wolf's quest for the Sommerswerd, as told in 'Fire on the Water', and it also portrays the events that were happening 'behind the scenes', in Sommerlund and the Darklands, whilst Lone Wolf was abroad. Publication is set for later this year (October 1st, 1989).

Also, the final episode of the Freeway Warrior series, entitled *'California Countdown'* has been written, and is currently being illustrated by Brian Williams. Publication is set for March 1990.

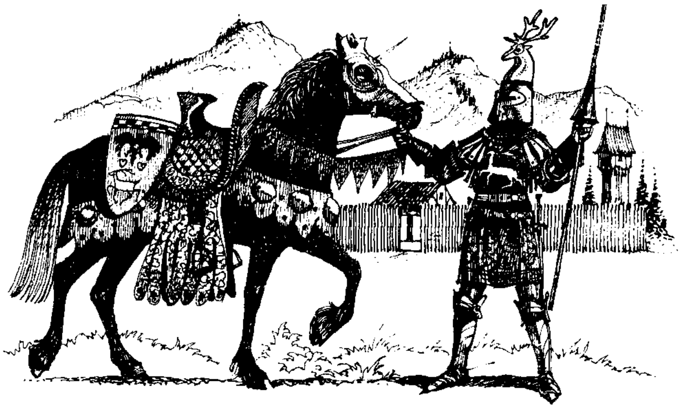
Currently in production are Legends Book 4 (entitled '**The Hunting Wolf**'), and the first of the new LONE WOLF GRAND MASTER GAMEBOOKS (entitled—'**The Plague Lords of Ruel**'—Lone Wolf 13). Joe has promised that details of the new Grand Master series, including the new Grand Master Rule System, will be revealed in a forthcoming issue of the newsletter.

US NEWS: Publication of Lone Wolf Gamebooks 11 & 12 is set for April 1st and June 1st respectively. The first Freeway Warrior gamebook (which in the US will be entitled simply '**Freeway Warrior 1**') is scheduled for release in November. US club members can now pay for subscriptions, book orders, and merchandise with US $ personal cheques without incurring exchange or bank charges. For details, send an IRC (International Reply Coupon) to the Club Secretary (Beaver Books, 62–65 Chandos Place, London, WC2N 4NW, ENGLAND).

Come and meet the authors! Joe Dever & John Grant will be attending two UK conventions in May 1989, to promote the release of the first two 'Legends' books, and they would welcome the opportunity to meet and talk with Lone Wolf Club members and their friends. The conventions are:

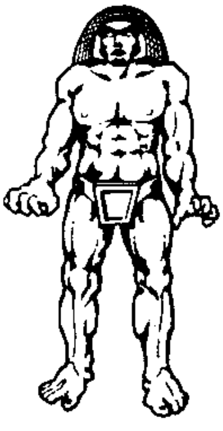
Saturday	May 27th:	GAMES DAY	Nottingham
Sunday	May 28th:	MEXICON	Nottingham

See April GM magazine for entry fees, times, organizers & addresses.



Also, American members living on the West Coast have the opportunity of meeting Joe Dever during the Easter vacation. The **Comic Castle** chain of game / comic stores are hosting two Joe Dever book signings at their Los Angeles and San Diego stores over the March Easter weekend. For details, phone Comic Castle direct (Point Loma Branch, San Diego) on 619–479–4901.

Don't miss the April issue of GM. It contains a report of the *'Joe Dever Fantasy Battle Day Competition Game'* which featured in their Xmas copy. Details of the battle (based in Magnamund) plus lots of colour photos of miniatures in action.



TWO-PART WORD SEARCH COMPETITION: ENTRANT DETAILS

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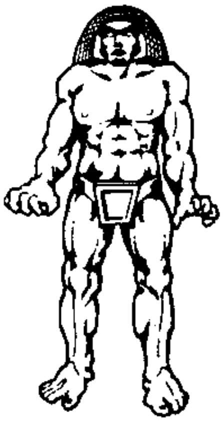

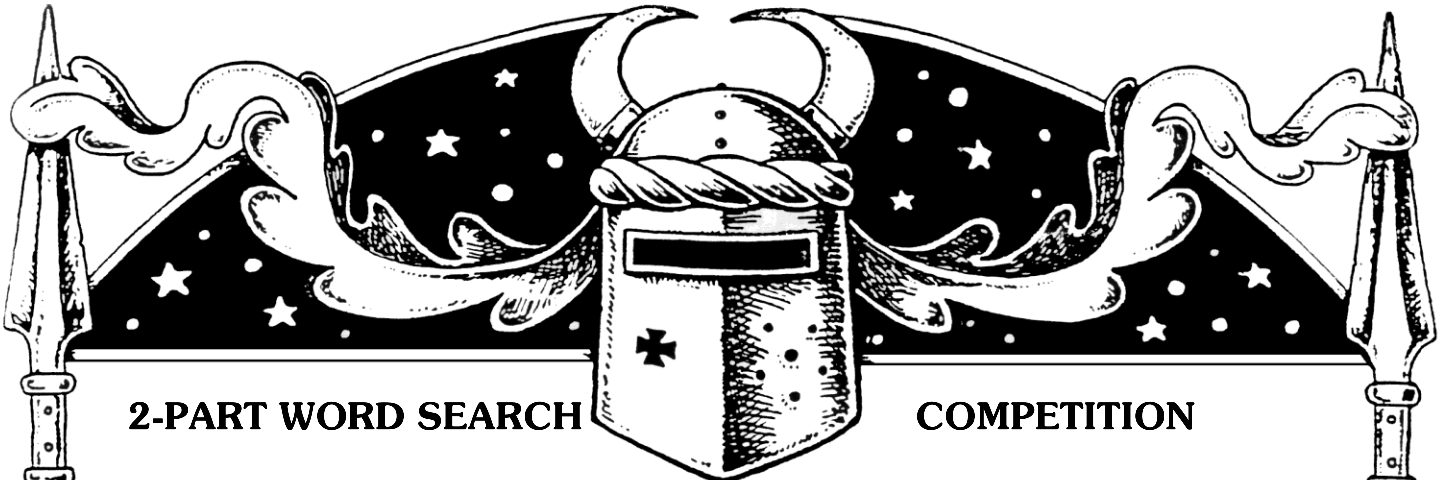

2-PART WORD SEARCH COMPETITION

This issue's competition is another brilliant WORD SEARCH puzzle which has been devised by Kai Grand Master CLAIRE BROTHERTON. This puzzle differs from her previous one (featured in Newsletter No. 8) in that it is in two parts.

PART ONE
Below are listed thirty capital cities of Magnamund. All you have to do is write down the thirty countries they belong to.

PART TWO
Armed with your list of thirty countries, locate them all in the word search grid.

When you have found all thirty countries, encircle them and fill in the entry details (name, address, etc.,) overleaf, and send this form (or a double-sided photocopy) to the club at the address shown below.

All entries must be submitted no later than the 24th April 1989. Any received after this date will not be counted so be sure to get your entry to us as soon as possible. The winners will be notified by post no later than 1st May 1989.

THE PRIZES
The first correct entry, picked at random from all those received by the closing date, will win an ALBA CP3 PERSONAL STEREO CASSETTE PLAYER inc. headphones and batteries. The next three correct entries will win a LONE WOLF T-Shirt.

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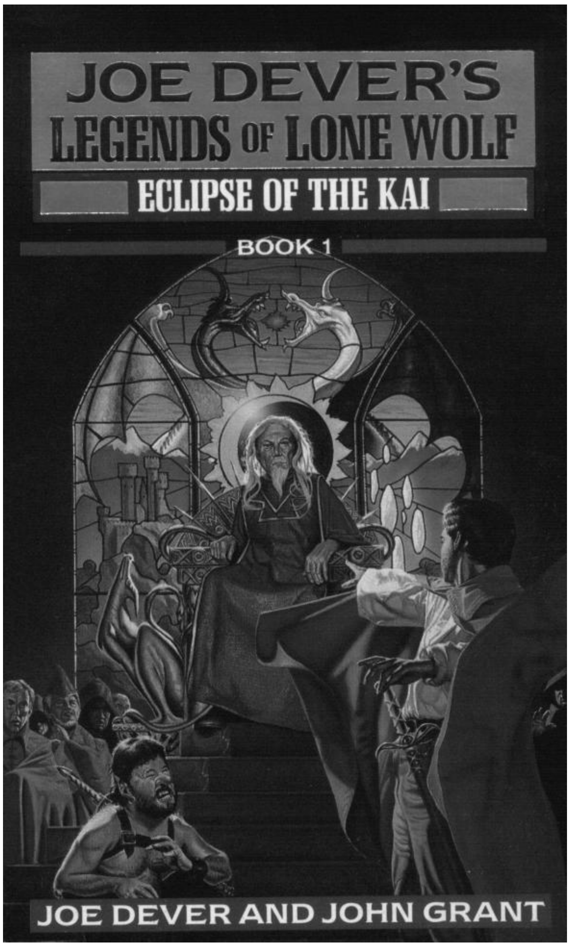
LONE WOLF CLUB

Newsletter No. 14

The first two novels in the LEGENDS OF LONE WOLF series were published in the UK on 1st June 1989.

Signed copies of '**Eclipse of the Kai**' and '**The Dark Door Opens**' are available now to Lone Wolf Club members. See page 9 for further details, including a special '*Legends*' book order form.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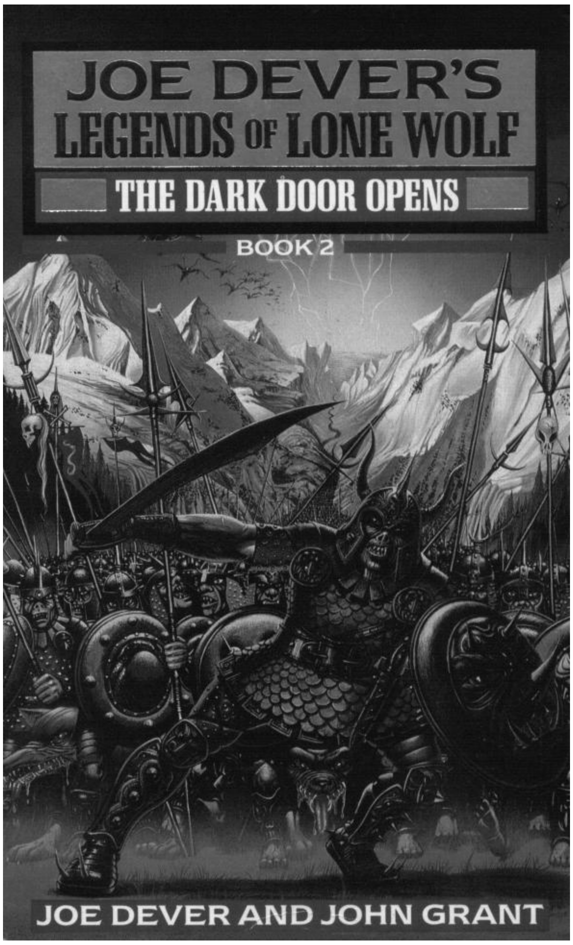
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BOOK 2
JOE DEVER AND JOHN GRANT

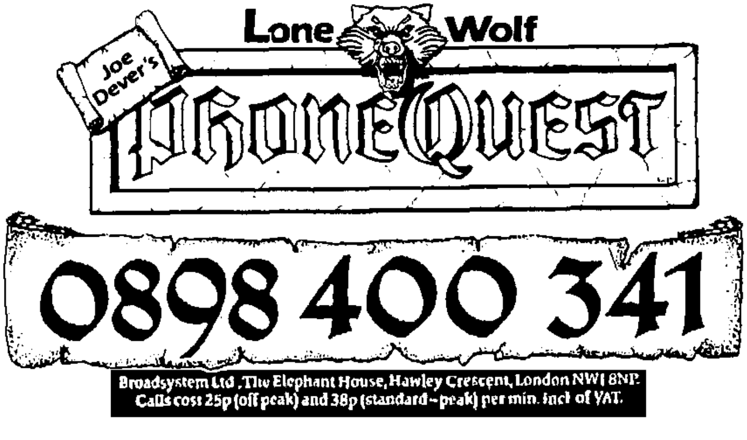
News from the Monastery

Those of you who read UK computer software magazines cannot have failed to notice their coverage of an extraordinary party that was given last May to launch three new Lone Wolf-related projects, namely

1) Publication of Books 1 & 2 in the '**Legends**' series;
2) The release of new Lone Wolf software entitled '**The Mirror of Death**'; and
3) The start of a Lone Wolf PhoneQuest telephone adventure game entitled '**The Fortress of Doom**'.

The party was held at the Chislehurst Caves in Kent, England, home of the *Labyrinth Live Role Playing Club*. The club members, all of them dressed correctly in Magnamund costumes, hosted a special 'Find Lone Wolf' RPG which took place in the very spooky maze of subterranean tunnels. Party food consisted of such delights as 'Boiled Swampviper,' 'Meresquid salad' and 'Alether berries' washed down with a potent 'Laumspur cocktail'. Joe Dever & John Grant introduced the two novels, and explained how the series came about arid how they saw it would progress. Audiogenic Software demonstrated pre-release copies of The Mirror of Death on the Spectrum, Amstrad CPC, Commodore and Amiga computers, and Broadsystem Ltd., the producers of the PhoneQuest game, played excerpts from the telephone game over a powerful PA system. In the caves it sounded really fantastic. The day ended with an engraved Lone Wolf tankard being awarded to the winner of the RPG (Jez Ford of *Your Commodore* magazine), and Joe & John signed complimentary copies of the Legends books for all who attended.

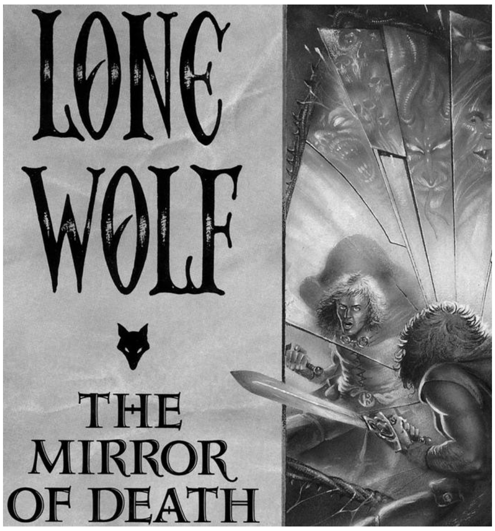
The Lone Wolf PhoneQuest project is a very professional, voice-activated telephone RPG which is based on the plot of 'Castle Death'. Currently the game can be played by UK callers on **0898 400 341**, although, due to some technical difficulties (basically there are an insufficient number of lines available on this number to meet demand), this number will be changed in mid-September to: **0898 555 525**. In the next club newsletter there will be an in-depth feature about the PhoneQuest project, including details of the game rules and how to save money.


Lone Wolf
Joe Dever's
PhoneQuest
0898 400 341
Broadsystem Ltd, The Elephant House, Hawley Crescent, London NW1 8NP.
Calls cost 25p (off peak) and 38p (standard-peak) per min. incl of VAT.

A word of caution . . . the call charges are not cheap. The peak/standard time rate charge is 0.38p per minute; cheap rate charge (6pm-8am, and all weekend) is 0.25p per minute. Joe Dever & Broadsystem Ltd. are negotiating with British Telecom in an attempt to have these charges drastically reduced. However, in the meantime, if you'd like to play the Fortress of Doom please make sure you have your parent's consent (*assuming they are the ones who will have to pay for the calls!*).

The first '**Mirror of Death**' software versions should be available in the shops in early September. Commodore 64, Amstrad CPC and Spectrum are scheduled for release first, followed by BBC, Electron, Amiga and Atari ST. Exact details can be obtained by phoning Audiogenic Software direct on 01–861 1166.

Joe & John have recently completed work on Legends of Lone Wolf Book 4, entitled 'Hunting Wolf'. It follows the plot of 'The Caverns of Kalte' quite closely, as well as explaining in detail how Vonotar usurped the throne of the Brumalmarc. The UK publication date is 1st February 1990.

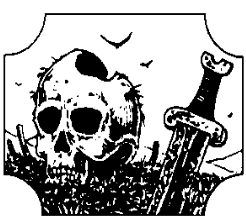


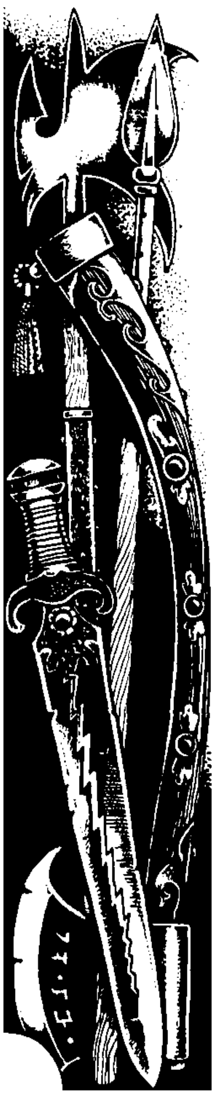
UK publication of Freeway Warrior 4: '**California Countdown**' has been brought forward to 2nd November 1989. Watch for a special pre-order form in the next Club Newsletter.

Joe Dever will be appearing at the *Birmingham Readers & Writers Festival*, held in Birmingham (England) on Tuesday 21st November. The event, which will include a lecture and a question & answer session, will be staged in the morning at the Midlands Arts Centre, Canon Hill Park, Birmingham (Tel: 021 440 4221 for further details).

KAI STORY COMPETITION

In this issue we feature the 15+ year old category winner of the recent Kai Story Competition, which featured in LWC Newsletter 9:





'COUNTDOWN TO DEATH'

by JAMES TIPP [age 18]

Set in the year MS *5061.*

Dusk.

Hal Morkarn placed his sword into its scabbard and sighed quietly. The sun's rays were fading over the desolate fields of Eldenora. War had scarred this area permanently.

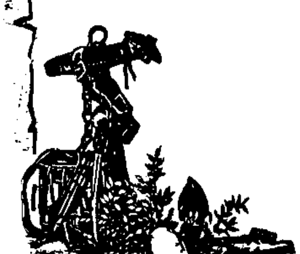
War. How he had loved it once. The derring-do, the power, and the wealth he had accrued. He had fought many battles, received much gold, and never had he tasted the bitterness of defeat . . .

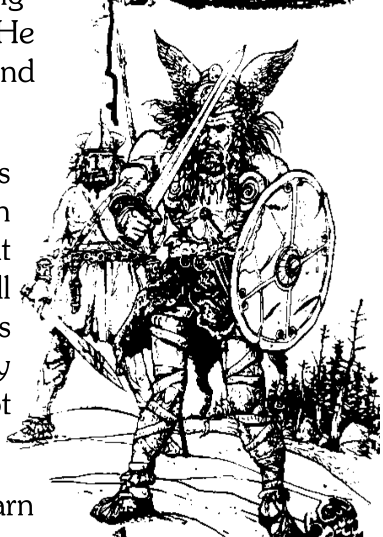
Until now. He, and what remained of his command, were trapped in Oredal. The town was surrounded by a Giak / Drakkarim army that were poised ready to obliterate the place. And all that stood between them and their goal was himself and his 38 mercenaries. The enemy numbered more than two thousand. This was not glorious war; this was slaughter.

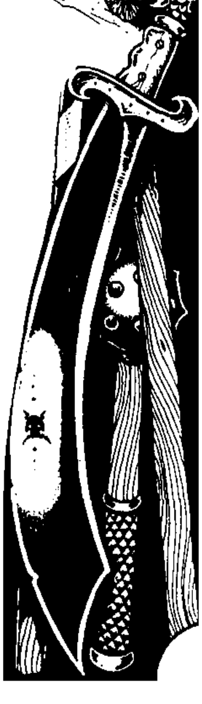
The sun had now disappeared and Morkarn knew that he and his brave band would never see it rise again.

One hour passed. He thought of better times, past glories. He had met many people on his travels and warriors of remarkable sword skill. He remembered one such young man he met in Varetta three years ago. What was his name—Lone . . . ? He could not remember.

Another hour gone. He gazed into Oredal. Most of the men had left, ordered by Eldenora's fickle prince-ling to defend the city of Rioma. They were given few weapons for such a task, and precious little training. And so they had died, not as soldiers, but as wayward civilians who had stumbled into, unwittingly into, a Stornlands killing field.







Where were the brave rulers now? Duadon, more like, where the stout city walls would shield them from enemy attack. Oredal was, however, a different place. A town ringed by pitiful defences, threadbare barricades that could hardly withstand the weather, let alone a horde of bloodthirsty Giaks. It was a hopeless position. Oredal was now a fragile haven for the elderly, the sick and the weak. Morkarn had no weapons to share with them; only sticks and stones were there for them to defend themselves with. They were doomed.

Three hours slip away. He hurt. Wounds received a week ago had refused to heal. His blood was poisoned, that he knew, and his mind lacked the resolve to over-come his malady. For what did it matter? Death was close at hand.

Death. Why did it frighten him now? In all the many battles he had fought he could have died so readily, yet it caused him not the slightest worry then. Perhaps it was the waiting. Before, he could have died in the blink of an eye. Now, his fate was sealed and the waiting was close to unbearable.

Four hours lost forever. Would he be remembered after his death? He allowed himself a laugh. To everyone this village, these people, himself, would end up as just numbers on some dusty page, a list of the obscure who fell into darkness. The enemy would claim Oredal as their own, enslave whoever survived, and turn this country into a desolate wasteland as they had done to so many before.

Five hours. The end was approaching. Slowly Hal Morkarn unsheathed his battle-notched sword for the last time, a sword that would become a prized battle trophy of some nameless Drakkar. A breeze had begun to pick up and his cloak billowed like a shroud around his shoulders.

Now torches lit up the horizon—the enemy were on the advance. He gazed skyward, his eyes brimful of tears. He thought of offering a prayer to the Gods, but he knew in his heart that none would hear him. The moon was half full and the shadows upon its surfaces seemed to form the grinning facial features of an old man. The smile was cold and Morkarn found no comfort there.

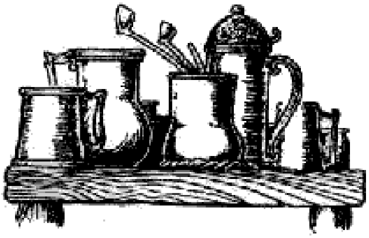
His hand tightened about the hilt of his sword. Giak scouts were on the fringes of the town, their red eyes glinting like evil jewels in the moonlight. He called his men to arms and ordered them to take no less than ten of the enemy with them to their graves. And, like they had done many times before, the men obeyed his command without question.

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: DANIEL WALSH
Age: 13
Address: Eire
Hobbies: Lone Wolf, reading sci-fi & sci-fantasy, writing stories and anything strange!
Would like an American pen-pal, boy or girl, with similar interests. Will answer all letters.

Name: SEAN KANE
Age: 16
Address: USA
Hobbies: Lone Wolf, Traveller, ElfQuest, Hitchhiker's Guide to the Galaxy, Apple computers.
Would like a pen-pal, boy or girl, who shares some or all of his interests.



Name: DAVID BRYAN
Age: 13
Address: England
Hobbies: Reading, writing, Lone Wolf, FF, Grey Star, watching TV.
Would like a pen-pal, boy or girl, aged 11–14 (any nationality), who likes Grey Star.

Name: PETER GIBSON
Age: 13
Address: England
Hobbies: Reading all fantasy books, TV.
Would like a pen-pal, aged 12–14, boy or girl, with similar interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....
ADDRESS: ....
.... AGE: ....
YOUR HOBBIES / INTERESTS ....
....
TYPE OF PEN-PAL YOU WOULD LIKE ....
....
....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

Lone Wolf Grand Master Adventure

PART ONE

Joe Dever is currently working on the first of the Lone Wolf Grand Master gamebooks which is entitled 'The Plague Lords of Ruel' and is scheduled for publication in the UK mid-1990. Starting this issue we preview some aspects of the new Grand Master series, beginning with the Grand Master Disciplines which form the basis of the advanced game system.

For Kai Grand Masters who have completed any of the previous adventures in the Lone Wolf series (Books 1–12), you will be allowed to carry over your final COMBAT SKILL and ENDURANCE points scores. These scores may include Weaponmastery, Curing, and Psi-surge bonuses. Only if you have completed these previous adventures will you benefit from the appropriate bonuses in the course of the Grand Master series. You will also be able to carry over any Weapons and Backpack Items you had in your possession at the end of your last adventure, and these should be entered on your new Grand Master *Action Chart* (you are still limited to two Weapons, but you may now carry up to ten Backpack Items).

However, only the following Special Items will be allowed to be carried over to the Lone Wolf Grand Master series (Book 13 onwards):

CRYSTAL STAR PENDANT
SOMMERSWERD
SILVER HELM
DAGGER OF VASHNA
JEWELED MACE
SILVER BOW OF DUADON
HELSHEZAG
KAGONITE CHAINMAIL

KAI & MAGNAKAI DISCIPLINES

During your distinguished rise to the rank of Kai Grand Master you have become proficient in all of the basic Kai and Magnakai Disciplines. These Disciplines now provide you with a platform of formidable natural abilities upon which to develop your advanced Grand Master skills.

GRAND MASTER DISCIPLINES

Through the pursuit of new skills and the further development of your innate Kai abilities, you will set out upon a path of discovery that no other Kai Grand Master has ever attempted with success. Your determination to become the first Kai Supreme Master, by acquiring total proficiency in all twelve of the Grand Master Disciplines, will be an awe-inspiring challenge. You will be venturing into the unknown, pushing back the boundaries of human limitation in the pursuit of greatness and the cause of Good.

In the years following the demise of the Darklords you will have reached the rank of Kai Grand Defender, which means that you have mastered four of the Grand Master Disciplines listed below. It is up to you to choose which four disciplines these are.

BRIEF SUMMARY OF GRAND MASTER DISCIPLINES

Grand Weaponmastery
The discipline enables a Grand Master to become supremely efficient in the use of all weapons. When you enter combat with one of your Grand Master weapons, you add 5 points to your COMBAT SKILL. The rank of Kai Grand Defender, with which you begin the Grand Master series, means you are skilled in two of the weapons listed opposite and overleaf.

Animal Mastery
Grand Masters have considerable control over hostile, non-sentient creatures. Also, they have the ability to converse with birds and fishes, and use them as guides.

Deliverance *(Advanced Curing)*
Grand Masters are able to use their healing power to repair serious battle wounds. If, whilst in combat, their COMBAT SKILL is reduced to 8 points or less, they can draw upon their mastery to restore 20 ENDURANCE points. This ability can only be used once every 20 days.

Assimilance *(Advanced Invisibility)*
Grand Masters are able to effect striking changes to their physical appearance, and maintain these changes over a period of a few days. They also have mastered advanced camouflage techniques that make them virtually undetectable in an open landscape.

Grand Huntmastery
Grand Masters are able to see in total darkness, and have greatly heightened senses of touch and taste.

Grand Pathsmanship
Grand Masters are able to resist entrapment by hostile plants, and have a super—awareness of ambush, or the threat of ambush, in woods and dense forests.

Kai-surge
When using their psychic ability to attack an enemy, Grand Masters may add 8 points to their COMBAT SKILL. For every round in which Kai-surge is used, Grand Masters need only deduct 1 ENDURANCE point. When using the weaker psychic attack—Mindblast—they may add 4 points without loss of ENDURANCE points. (Kai-surge, Psi-surge, and Mindblast cannot be used simultaneously). Grand Masters cannot use Kai-surge if their ENDURANCE score falls to 6 points or below.

Kai-screen
In psychic combat, Grand Masters are able to construct mind fortresses capable of protecting themselves and others. The strength and capacity of these fortresses increases as a Grand Master advances in rank.

Grand Nexus
Grand Masters are able to withstand contact with harmful elements, such as flames and acids, for upwards of an hour in duration. This ability increases as a Grand Master advances in rank.

Telegnosis *(Advanced Divination)*
This discipline enables a Grand Master to spirit-walk for far greater lengths of time, and with far fewer ill effects. Duration, and the protection of his inanimate body, increases as a Grand Master advances in rank.

Magi-Magic
Under the tutelage of Lord Rimoah, you have been able to master the rudimentary skills of battle magic, as taught to the Vakeros—the native warriors of Dessi. As you advance in rank, so will your knowledge and mastery of Old Kingdom magic increase.

Kai-alchemy
Under the tutelage of Guildmaster Banedon, you have mastered the elementary spells of left-handed magic, as practiced by the Brotherhood of the Crystal Star. As you advance in rank, so will your knowledge and mastery of left-handed magic increase, enabling you to craft new Kai weapons and artifacts.

If you successfully complete the mission as set in the first of the Lone Wolf Grand Master series, you may add a further Grand Master Discipline of your choice to your *Action Chart* in Book 14.

For every Grand Master Discipline you possess, in excess of the original four disciplines you begin with, you may add 1 point to your basic COMBAT SKILL score, and 2 points to your basic ENDURANCE points score. These bonus points, together with your extra Grand Master Discipline, your original four Grand Master Disciplines, and any Special Items that you have found and been able to keep during your adventures, may then be carried over and used in the next Grand Master adventure, which will be called *'The Captives of Kaag'*.

JASON
LONE WOLF

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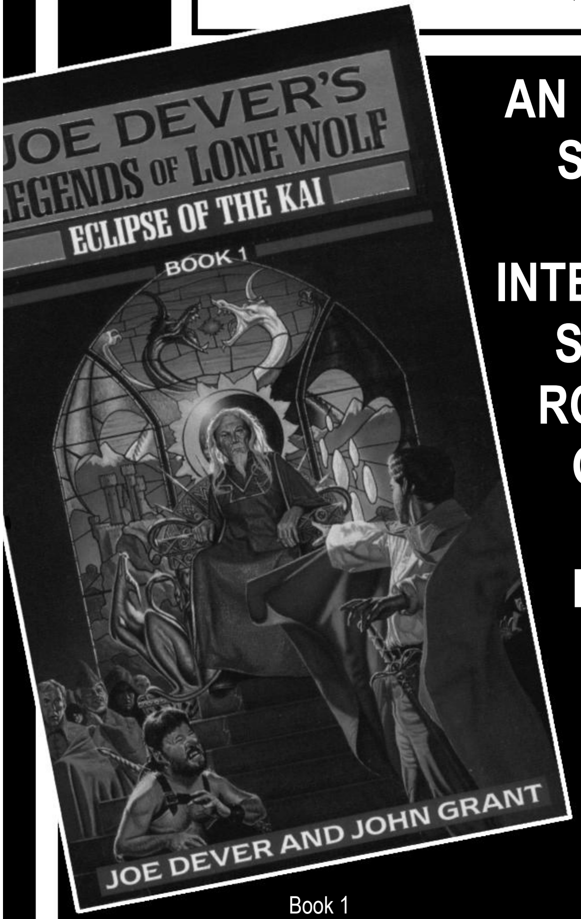
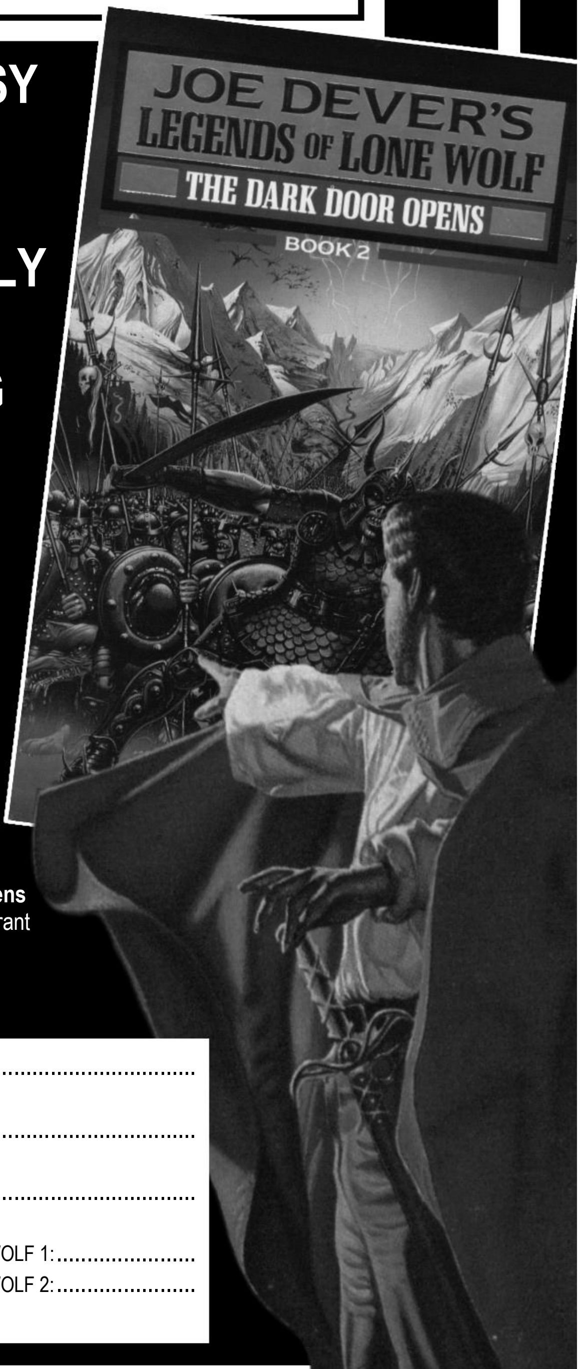
UK/BFPO Members Postage FREE OF CHARGE when ordering on this form. Overseas members please add 0.72p P&P (1 book); 0.85p (2 books). For overseas orders in excess of 2 books, see Lone Wolf Order Form for detailed postage costs.


JOE DEVER'S
LEGENDS OF LONE WOLF
ECLIPSE OF THE KAI
BOOK 1
JOE DEVER AND JOHN GRANT

AN EPIC FANTASY SAGA BASED ON THE INTERNATIONALLY SUCCESSFUL ROLE-PLAYING GAMEBOOK SERIES, LONE WOLF


JOE DEVER'S
LEGENDS OF LONE WOLF
THE DARK DOOR OPENS
BOOK 2

Book 1
Eclipse of the Kai
Joe Dever & John Grant
£2.50 June 1

Book 2
The Dark Door Opens
Joe Dever & John Grant
£2.50 June 1

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Address ....

....

No. of books required—

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AMOUNT (£) ENCLOSED ....

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ORDER FORM

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6	£1.25	£1.75
7+	£1.55	£2.12

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LONE WOLF 14: The Captives of Kaag		N.Y.A.	
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THE MAGNAMUND COMPANION—Guide to the fantastic world of Lone Wolf		£6.95	
THE LONE WOLF ADVENTURES—Hardcover collector's omnibus containing Lone Wolf gamebooks 1 & 2.		£7.95	
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		TOTAL	

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LONE WOLF CLUB COMPETITION RESULTS

The winner of the KAI GRAND MASTER competition featured in Club Newsletter No. 12 was:

BARRY HOLMES of Clitheroe, Lancs.

Barry won a copy of the original ‘Eclipse of the Kai’ manuscript signed by Joe Dever & John Grant. The three runners-up, who each received a Lone Wolf T-shirt, were:

LUKE HALFORD	of Leicester
ALAN SHITH	of Ipswich
JOHN BECK	of Old Whittington, Derby

Congratulations to Barry, Luke, Alan & John, and thanks to all the club members who entered the competition. Despite the difficulty of the questions, over 90% of all entrants succeeded in answering the quiz correctly. The answers were as follows:

1: Alema
2: Blackscreamerz
3: Hrod
4: The Famous Asajir Players
5: Green
6: Kaskor
7: Sadzar
8: Adamas
9: Ghorkas’ dung
10: Sebb & Halgar
11: Onipa
12: Drakkarim Death Knights

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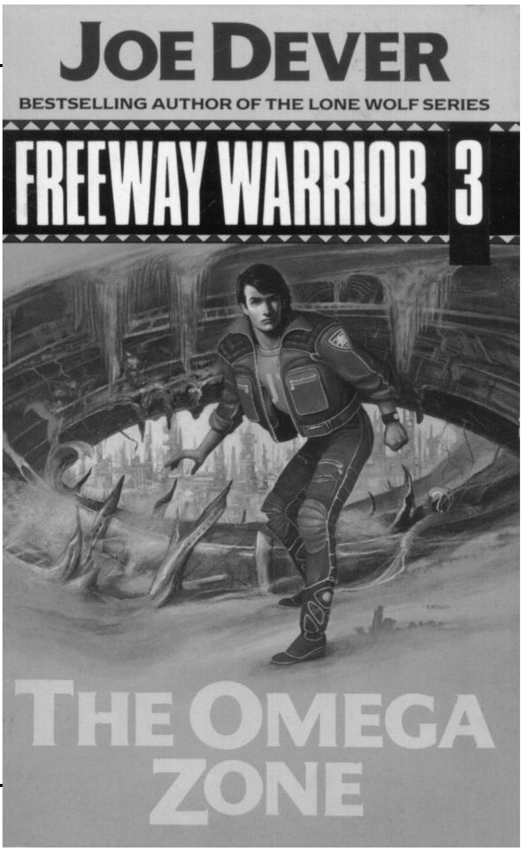
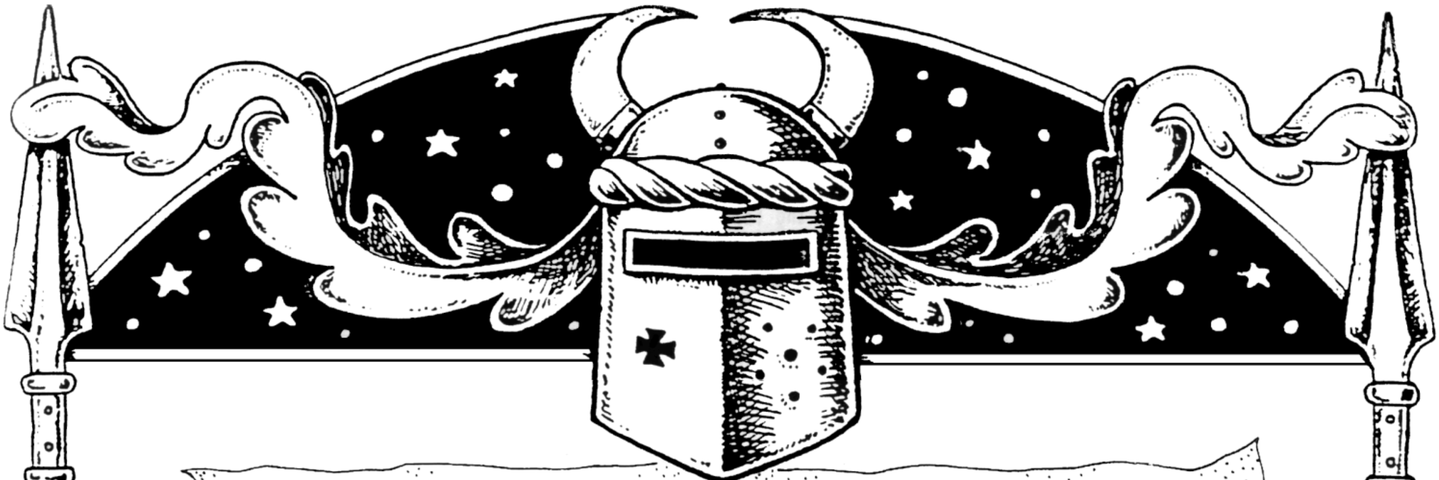
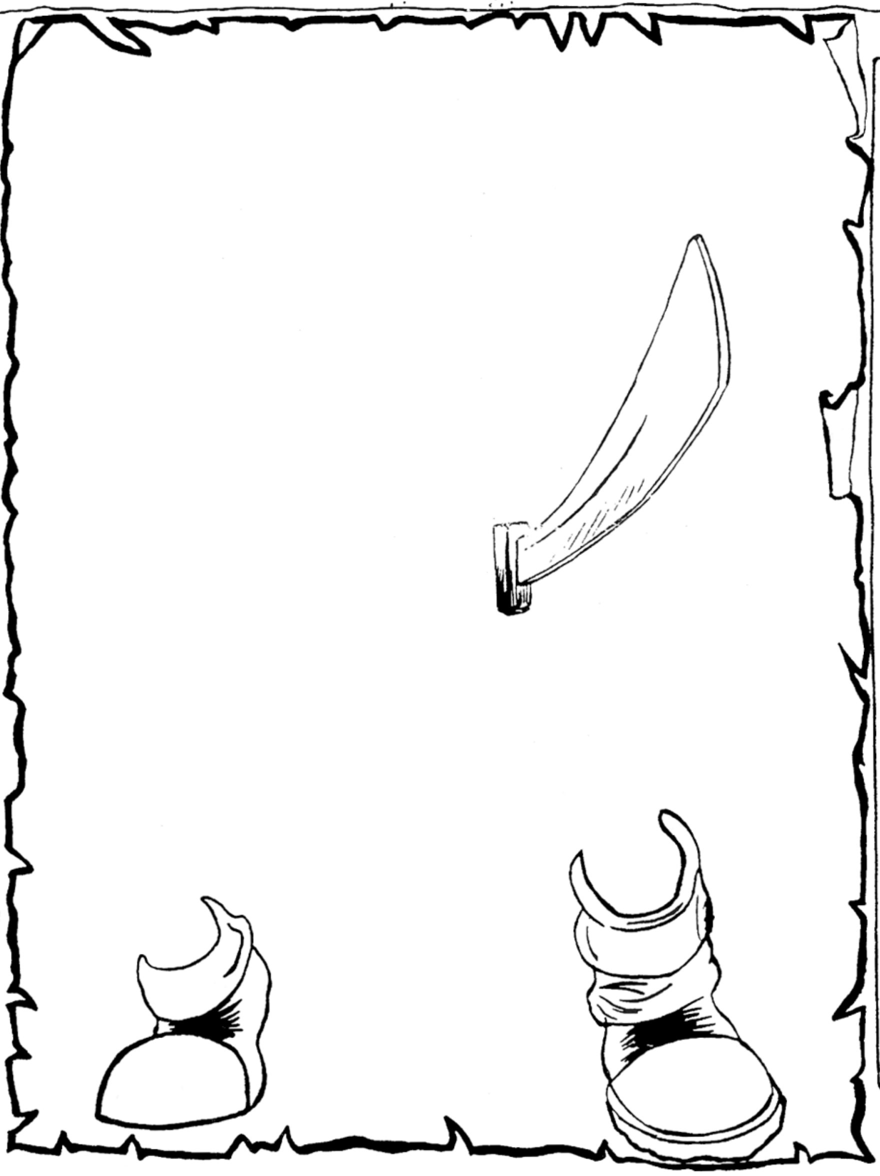




DRAW A MONSTER COMPETITION

In this issue we've got for you a rather unusual Painting / Drawing Competition. All you have to do is design, draw and / or paint an enemy of Lone Wolf's in the space provided (or on a neat photocopy), using the feet and sword blade provided as the basis of your creation. It can be in black & white or colour, and you can use an adversary from one of the Lone Wolf books or you can create a completely original foe. It's up to you.

When you've finished, fill in the details at the bottom of the form and send it to the club, c/o the address shown.



All entries must be submitted no later than **30th November 1989**. Any received after that date will not be counted so try and complete your picture and send it to us as soon as possible. The winner and runners-up will be notified by post by December 31st.

THE PRIZES.

Entrants will be split into three age categories—**Under 11s**, **11–14s**, **15 & over**. Joe Dever will judge the entrants and the best in each category will receive a **Lorus LCD Chrono/Alarm wristwatch** with **Time**; **Calendar**; **Alarm**; **1/100th stopwatch**; **split time**; & **hourly time** facilities. The two best runners-up in each category will receive signed copies of *'Eclipse of the Kai'*.

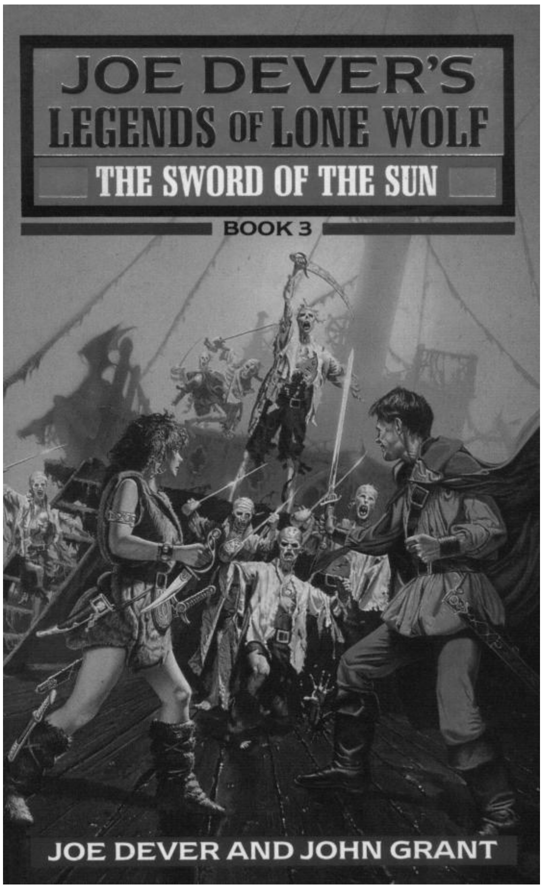
NAME.. KAI RANK..
ADDRESS..
....
.... POSTCODE.............................. AGE..

Send your answer sheet (with your name, address, age & Kai rank details) to: THE LONE WOLF CLUB (Q17), 39 Corfe Way, Broadstone, Dorset, BH11 9ND, England.

LONE WOLF CLUB

Newsletter No. 15

“**THE SWORD OF THE SUN**”—the eagerly awaited sequel to the first two ‘LEGENDS OF LONE WOLF’ novels—is published in the UK on October 5th 1989.


JOE DEVER'S
LEGENDS OF LONE WOLF
THE SWORD OF THE SUN
BOOK 3
JOE DEVER AND JOHN GRANT

This issue, we include a special pre-order form so that Lone Wolf Club members can be sure to receive their signed copies on (or slightly before) the publication date—see page 10 for more details.

Also in this issue:

- LONE WOLF GAMEBOOK REVIEW RESULTS
- LONE WOLF PHONEQUEST ☎
- LONE WOLF RPG—an outline

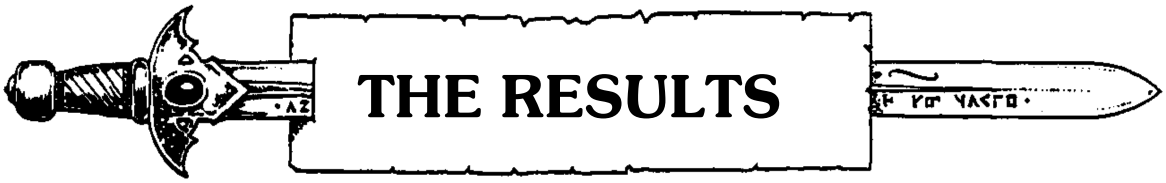
LONE WOLF GAMEBOOK SERIES REVIEW

In Newsletter 13 we asked club members to review the Lone Wolf series (gamebooks 1–12). In total, 214 of you responded to the questionnaire and the following are the computer-averaged results for each book & category. The specific comments belong to those club members who are quoted, but they have been chosen because they reflect the majority opinion expressed for that particular book.

Additionally, three of the submitted review sheets were picked at random from all those received by 1st May 1989. These three were sent in by:

JOSH ERICSON of Helena, Montana, USA
BRIAN TROWBRIDGE of Stafford, England
MARCO LUCCHINO of Rome, Italy

Josh, Brian, and Marco each won signed pre-publication copies of *'Eclipse of the Kai'* and *'The Dark Door Opens'*.



THE RESULTS

BOOK 1: FLIGHT FROM THE DARK
Atmosphere: 84.62%
Quest: 74.66%
Difficulty: 69.53%
Illustrations: 82.02%
Overall: 78.31%
Comments: *A good start to the series; very atmospheric.*
[STEVEN WEEKS, Liverpool]

BOOK 2: FIRE ON THE WATER
Atmosphere: 89.45%
Quest: 90.66%
Difficulty: 88.10%
Illustrations: 83.25%
Overall: 87.62%
Comments: *Great eventful quest and ace sea battle.*
[PAUL FOX, Dublin]

BOOK 3: THE CAVERNS OF KALTE
Atmosphere: 81.59%
Quest: 79.64%
Difficulty: 81.65%
Illustrations: 74.26%
Overall: 83.57%
Comments: *I really felt that ice! Great variety of routes & Special Items.*
[DAVID DAVIS, Belfast]

BOOK 4: THE CHASM OF DOOM

Atmosphere: 83.22%
Quest: 84.30%
Difficulty: 81.62%
Illustrations: 75.63%
Overall: 85.06%
Comments: *Good battle with bandits and fight with Barraka.*
[GILES ASHMAN, Helensburgh]

BOOK 5: SHADOW ON THE SAND
Atmosphere: 89.51%
Quest: 86.32%
Difficulty: 85.30%
Illustrations: 77.65%
Overall: 88.67%
Comments: *Suspenseful. Good action, especially the fight with Darklord Haakon.*
[PETE BISHKO, San Francisco]

BOOK 6: THE KINGDOMS OF TERROR
Atmosphere: 83.37%
Quest: 80.95%
Difficulty: 86.65%
Illustrations: 78.62%
Overall: 85.66%
Comments: *Excellent descriptions of the Stornlands.*
[SARAH REDVERS-JONES, Warminster]

BOOK 7: CASTLE DEATH

Atmosphere: 91.03%
Quest: 87.32%
Difficulty: 85.36%
Illustrations: 74.44%
Overall: 87.32%
Comments: *A great traditional 'haunted house' adventure. Excellent descriptions & monsters.*

[ANDREW LANGLEY, Peterborough]

BOOK 8: THE JUNGLE OF HORRORS

Atmosphere: 83.09%
Quest: 86.52%
Difficulty: 89.34%
Illustrations: 71.65%
Overall: 87.01%
Comments: *Good journey & swamp encounters. Neat twist at the end with Paido.*

[CARL THORNTON, Los Angeles]

BOOK 9: THE CAULDRON OF FEAR

Atmosphere: 89.52%
Quest: 87.23%
Difficulty: 85.36%
Illustrations: 88.09%
Overall: 89.33%
Comments: *Good quest, title, and illustrations. Sharper & snappier style all round.*

[DAVID TWEED, Nuneaton]

BOOK 10: THE DUNGEONS OF TORGAR

Atmosphere: 91.02%
Quest: 89.30%
Difficulty: 87.69%
Illustrations: 87.36%
Overall: 90.50%
Comments: *Excellent battle and twist at the end.*

[MALCOLM FRASER, Newcastle]

BOOK 11: THE PRISONERS OF TIME

Atmosphere: 91.91%
Quest: 88.36%
Difficulty: 87.22%
Illustrations: 88.63%
Overall: 91.22%
Comments: *Very imaginative setting. Neat re-appearance of Vonotar the Traitor at the end.*

[JOHN RIMELL, Spalding]

BOOK 12: THE MASTERS OF DARKNESS

Atmosphere: 94.31%
Quest: 89.37%
Difficulty: 88.12%
Illustrations: 90.62%
Overall: 94.07%
Comments: *The best book in the series.*

[SCOTT CARTER, Reigate]

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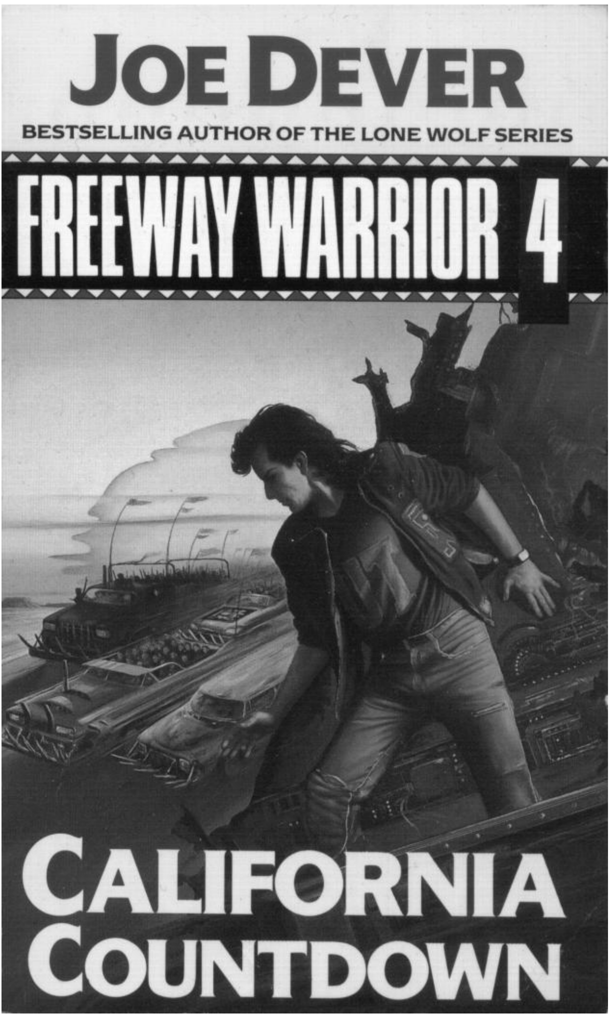
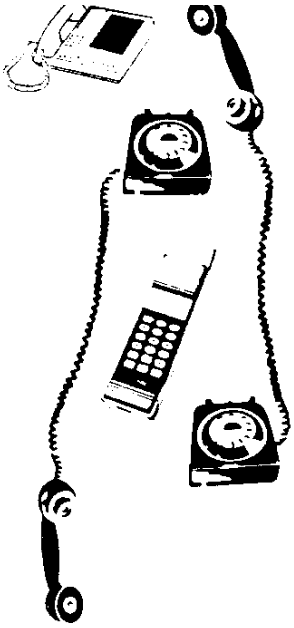




Joe Dever's Lone Wolf PhoneQuest

"Muster up your courage for you have opened the doorway to the fantastic world of Magnamund where history and destiny are shaped by the deeds of the brave.

"You are about to leave behind the world you know and set forth upon a perilous quest in the realm of castles and caverns, monsters, myths, and master-magicians.

"Glory comes to he who dares. So take up your sword and step forth, brave adventurer, and enter the world of Magnamund—the world of Lone Wolf!"

So begins 'The Fortress of Doom', the first PhoneQuest telephone adventure game based on the award-winning Lone Wolf gamebook—Castle Death.

HOW PHONEQUEST CAME ABOUT

The PhoneQuest project began in January when a chance meeting in London between Joe Dever and Dr Lloyd Yam, a top American audiotext programmer, led to their discussing the possibility of turning one of the Lone Wolf stories into a telephone adventure game. Excited by the potential of such a project, the two of them further developed the idea of a voice-activated computer moderated phone game based on the award-winning gamebook—Castle Death. In March, Joe visited Dr Yam's audiotext workshop in San Francisco where they completed the draft script and technical flow-charting. The following month, upon Joe's return to England, he was contacted by Broadsystem Ltd., a UK telephone information company, who had heard rumours about the Dever / Yam collaboration from insiders in the industry. After discussing the project, Broadsystem offered to finance production in the UK and USA.

THE PRODUCTION

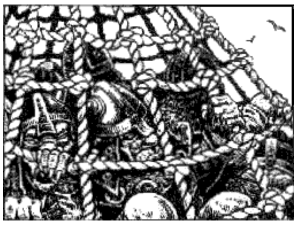
By now the scripting had been completed and the project was ready to be recorded. Quality was the order of the day, and to achieve this end, no expense was spared in the production. Top award-winning actor, Edward de Souza, who is best known for his work in the BBC radio production *'The Man in Black'*, was brought in to be the narrator. Additionally, top voice-over actors Penny Smith, Mathew Green and Dave Stone were commissioned to portray the dark denizens of Kazan-Oud. During May '89, under Joe Dever's direction, the first level of 'The Fortress of Doom' was recorded and mixed at Molinare Studios in London. Soon after, the master tapes were transferred to digital storage ready to be sampled by the computer which would control the whole PhoneQuest operation (a Compaq 386). Three weeks of exhaustive playtesting followed prior to its scheduled release in mid-June

THE PROBLEMS

Up until now the whole production had progressed remarkably smoothly. However, little did they know that a whole host of gremlins (or should that be Giaks?!) were lurking in the machinery just waiting for the chance to cause mischief. Two days before the first advertisement for PhoneQuest was due to appear in GM magazine, the producers (Broadsystem) found out that the phone number allotted to the Lone Wolf line was incorrect; they'd mistakenly been given a number that was already allocated to a horoscope line. Oh, how they laughed!

Unable to cancel or change the adverts at such short notice, they instead put a message on the beginning of the horoscope line giving callers the correct phone number (0898 400 341). Unfortunately the volume of calls over the first three days overloaded and jammed the 100 lines available, resulting in yet more confusion.

Then, to cap it all, disaster really struck in a big way. Prior to going on-line, PhoneQuest had been play tested hundreds of times until it was sure that any bugs that may have been lurking in the system had been found and dealt with. However, within a day or two of the game going live, the program which runs the system started to break down—literally. Holes appeared in the print-outs where chunks of the program were being mysteriously eaten away.



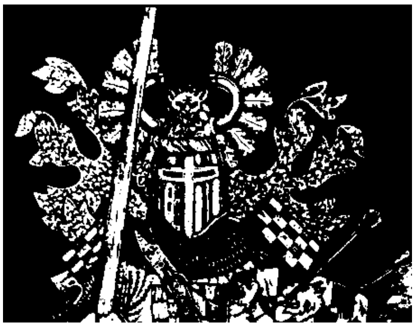
As you can imagine, by now everyone concerned with the project was more than a little bit apprehensive about its future. Anyway, to cut a long story short, it was discovered that a virus had infected the system. PhoneQuest uses a voice recognition program which is modified by a game / combat program. It was found that the virus was in the voice recognition program and it had migrated to the new program when both were merged.

THE RE–RELEASE

Now, after several weeks of frantic work, Broadsystem have managed to eradicate the virus completely. Furthermore, to ensure that everyone who calls can actually get through to the game without having to wait for a line to become free, PhoneQuest is being transferred to a new exchange system which can cater for up to 1000 calls at once. This new system is expected to be in operation by late September 1989, at which time PhoneQuest will be available on a new number—0898 555 525. Also at this time, the second level of The Fortress of Doom will be opened. A promotional campaign in the national press, on radio, and in specialist gamestores is planned to coincide with this event; watch the press (and this newsletter) for further details.

THE FUTURE

Broadsystem Ltd., in collaboration with Joe Dever, intends to produce in all four levels of The Fortress of Doom over the coming year. Plans are already well advanced for its release in the USA early next year, and several other non-Lone Wolf PhoneQuest projects (all to be written and directed by Joe Dever) have been outlined and agreed.



However, it must be said that the main obstacle to PhoneQuest’s success is the relatively high cost of calls, especially in the UK. Joe Dever and Broadsystem Ltd. are currently lobbying British Telecom to introduce a revised scale of charges for game services such as PhoneQuest, as it is British Telecom who are responsible for the call rates. Ideally, they’d like to see a ceiling placed on the call charge, something in the region of £3.50 perhaps, so that playing a telephone adventure game becomes comparable to buying a RPG supplement or a sci-fi novel, or seeing a movie at a major London cinema. If callers could spend upwards of an hour playing a phone adventure and not be billed for more than the ceiling charge, it would represent excellent entertainment value.

OFTEL, the telephone users watchdog, plan to implement restrictions on telephone games in early November 1989, although they have not yet decided just exactly what these restrictions are going to be. In the meantime, the call charges are 0.38p standard/peak rate per minute, and 0.25p cheap rate (6pm–8am weekdays; all weekend). If you’d like to try the PhoneQuest line, please make sure that you have your parents’ consent before dialling (assuming that it is they who will have to pay the bill!).

GAME RULES

ENDURANCE

During your training as a Kai Master you have built up your reserves of physical strength and stamina. This is called ENDURANCE. During your adventure you will gradually lose ENDURANCE points. However, these lost points can be restored by eating and drinking whenever the opportunity arises.

If you sustain wounds during combat with an enemy, or should you fall foul of a trap, you may lose several ENDURANCE points at once, these losses can be restored through the use of healing potions which you may find during your adventure.

If, at any time, your ENDURANCE points fall to below zero, then your life and your adventure are over.

SPECIAL ITEMS

During your adventure you may discover Special Items of interest which you can keep.

In fact, you begin the adventure with two very Special Items indeed. The first is your magical blade—SOMMERSWERD—the Sword of the Sun. It possesses special abilities which you will discover more about as the adventure unfolds.

The second item is the POWER-KEY, given to you by the Elder Magi at the beginning of your quest. Guard this well, for without it you will never be able to return through the magical shield which surrounds the Isle of Khor.

Some special items may help you in combat; some may increase your ENDURANCE score; and others may help you overcome difficulties encountered during your adventure.

TIME-FREEZE

During your quest, whenever you are given a choice of options, you can always choose instead to TIME-FREEZE your character. This option literally freezes time, so that you can continue play at a later date.

To TIME-FREEZE, simply say 7 *[SEVEN]*. You will be given a special PIC number, a PERSONAL IDENTIFICATION CODE, which will allow you to store your character and retrieve it from the TIME-FREEZER when you choose to return.

The TIME-FREEZER can only store characters for 21 days, after which time they will be frozen to death. Although every effort will be made to keep your character fresh, we cannot accept responsibility for any characters who disappear without trace in the TIME-FREEZER.

COMBAT

There will be occasions when you will have to fight an enemy. To maximize your enjoyment of these exciting duels-to-the-death, a unique voice-activated combat system has been devised for the Lone Wolf PhoneQuest adventures.

It works like this:

When you enter combat you have three options available to you. You can ATTACK; you can DEFEND; or you can DODGE.

Listen carefully to the Narrator. He will tell you where your enemy is and what it is doing. Listen for the beep. When you hear it, get ready to make your combat decision. The moment the beep ends, say clearly either ONE, TWO, or THREE.

ONE indicates that you wish to attack your enemy.

TWO indicates that you have chosen to parry your enemy's attack, using the blade of your sword.

and

THREE indicates that you have attempted to dodge your enemy

ONE	to	ATTACK
TWO	to	DEFEND
THREE	to	DODGE

You will hear the result of your actions immediately after you have stated your combat decision. The combat will then repeat this procedure until either you or your enemy has been slain.

A word of advice: Combat in the world of Magnamund is fast and furious. Be sure to state your combat option loud and clear after the beep. If you are too slow, your enemy will score an automatic hit on you.

KAI POINTS

A PhoneQuest scoring system has been devised which enables Broadsystem Ltd. to run fair monthly prize competitions, and also award Kai ranks of distinction to successful adventurers who survive each stage of the *Fortress of Doom*.

Throughout your quest your every move will be monitored and, according to your actions, you will be awarded KAI POINTS.

For every 30 seconds that you remain alive in the *Fortress of Doom* you will gain KAI POINTS. Also, you will accrue KAI POINTS whenever you achieve the following:

a. You discover treasure or other items of value.

b. You defeat or outwit an enemy in combat.

c. You overcome a deadly trick or trap.

d. You solve a riddle or conundrum.

e. You increase your ENDURANCE points score.

f. You discover the object of your quest.

Accordingly, KAI POINTS can also be lost whenever you do not achieve these actions.

To check your KAI POINTS score during an adventure, simply say 9 *[NINE]* whenever you are presented with a list of options.

KAI DISCIPLINES

During your training as a Kai Lord, and in the course of the adventures that have led you to the *Fortress of Doom*, you have mastered all ten of the special warrior skills known as the Kai Disciplines.

These are the Magnakai Disciplines of WEAPONSKILL, CAMOUFLAGE, HUNTING, SIXTH SENSE, TRACKING, HEALING, MINDSHIELD MINDBLAST ANIMAL KINSHIP and MIND OVER MATTER.

Throughout your quest, you may call upon your Kai Disciplines for help whenever you are faced with a problem or a difficult choice.

To do so, simply say 8 *[EIGHT]* whenever you are presented with a list of options.

Frequent use of your Kai Disciplines will cost you ENDURANCE points. However, do not let this dissuade you from consulting them, for the prudent use of your special skills at the right time can save you much time and trouble, and, in certain circumstances, they may even save your life!

PRIZES

Prizes are awarded every month to adventurers who complete each level of the Fortress of Doom, you will be asked to leave your name and address on an answerphone tape and, depending on your Kai points score, you will be eligible for one of the following prizes:

* Signed copies of the Legends of Lone Wolf novels

* A selection of autographed Lone Wolf gamebooks plus the computer game of your choice

* A limited edition *'The Fortress of Doom'* champion T-shirt, plus all of the above prize items

* All of the above prize items PLUS a special lunch with Joe Dever and the cast of *'The Fortress of Doom'* PLUS an invitation to take part in the recording of the next level.

PLAYING TIPS

* When entering combat on the first level of the Fortress of Doom, always begin with an ATTACK (1). This will spoil an enemy's initial advance and will trigger a defensive action from your opponent(s) on the second round of combat.

* Whilst in combat, listen carefully to the narrator. So long as your enemy is not attacking you at the time, you can use DODGE (3) to regain one ENDURANCE point.

* You cannot access Kai Disciplines, Status Report, or TIME-FREEZE during combat. To attempt to do so will leave you open to an automatic hit from your enemy.

* If you are unfortunate enough to run foul of a colony of Vampire Bats, it's best to fight them rather than evade them. If you should turn and run you'll discover something far nastier waiting to greet you!

* Once you gain access to the fortress, search whenever you are offered the option to do so. There are several items hidden in the vicinity of the mouldering armour-clad corpse which lies beneath the trapdoor at the bottom of a flight of stone steps. The items will be useful as you near the end the first level, and throughout the second level of the fortress.

* Always use Time Freeze when exiting the game; it'll save you having to re-start at the power shield.

* For background to the game, read the 'Story so far . . .' section of Castle Death, rather than calling up the option when offered it by the narrator. Although you'll miss the excellent sound effects, it's currently a whole lot cheaper to read it than it is to listen to it!

The Kai Konnection

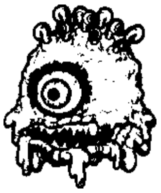
The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: JENS MARTIN
Age: 15
Address: Luxembourg
Hobbies: Horse-riding, stamps, writing, computer games. Would like a pen-pal, age not important, but preferably one with same or similar interests.

Name: RYAN HUMPHREYS
Age: 12
Address: England
Hobbies: Lone Wolf, Grey Star, writing own role-playing books / stories.
Would like a pen-pal aged 10–12, boy or girl, who likes the works of Joe Dever & Ian Page. This person must be ready to swear a Kai oath!

Name: SHAUN GREENAWAY
Age: 14
Address: England
Hobbies: WW2 aircraft, Lone Wolf & FF gamebooks. Would like a female pen-pal, aged 13–15, preferably living in the London area.

Name: KATIE HISCOCK
Age: 11
Address: England
Hobbies: Lone Wolf, reading, swimming, horse riding, keeping mice.
Would like a pen-pal aged 11–13 with similar interests, and who likes animals.



Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

LONE WOLF RPG—AN OUTLINE

By James & Ben Creed, Ben Davis & Robert Lane

This issue we feature a basic role-playing system based on the world of Lone Wolf, devised by club members James & Ben Creed, Ben Davis, and Robert Lane.

The designers describe it as "fairly easy to play and have fun with," and, although no monsters have been included, this outline provides a good basis for a RPG game system which can stand alone, or be used to supplement your regular game system.

Ben, James, Ben & Robert would welcome comments and suggestions from club members, with a view to expanding this outline into a fully-fledged RPG. If you would like to contact them, write to them c/o the following address: 329 Dogsthorpe Road, Peterborough, Cambs., PE1 3PF, England.

CHARACTER CREATION

You can be either a *KAI INITIATE* or a *SHIANTI NOVICE*

STRENGTH	(STR)	3d6
DEXTERITY	(DEX)	3d6
ENDURANCE	(END)	3d6
POWER	(POW)	3d6
INTELIGENCE	(INT)	3d6
SIZE	(SIZ)	3d6
CHARISMA	(CHR)	3d6

HEALTH POINTS = ((END + SIZ) /2) + 10
FATIGUE POINTS = STR + SIZ + 1d8

Resistance Rolls

You must make a resistance roll in order to do certain actions. The Game Master (GM) decides which attribute governs the proposed action, and the degree of difficulty involved. For example—

To move a small boulder = STR x 4
To move a huge boulder = STR x 2

The player must then make a percentage roll which is less than the result arrived at by multiplying the attribute.

Attribute Definitions

STR: Used when attempting to move heavy objects; enables player to sustain extra damage.
DEX: Agility, nimbleness.
END: Constitution, health, resistance to pain & disease.
POW: Strength of spirit, mind strength, used as attribute in tests of will.
INT: Brainpower. Ability to understand; knowledge.
SIZ: Bulk, mass, height.
CHR: Appearance, looks, personality, influence.

DAMAGE MODIFIER

Add this to the damage done by weapon. The score is found by adding STR to SIZ and finding the figure and corresponding damage rating.

1-10: –1d4
11-20: 0
21-26: +1d4
27-35: +1d6
34-43: +2d6
44-50: +3d6
51+: +1d6 extra per 10 points increase

SKILLS

To resolve, make a percentage die roll under the score shown. All skills have a base of 10%.

DODGE—this skill enables you to dodge 1 incoming melee weapon. If successful, you may not attack again in that round.

CLIMB—with this skill you can climb trees, rock walls, etc. (but not sheer / polished surfaces)

JUMP—long jumping, across pits, ravines, etc.

WORLD LORE—knowledge of Magnamund, flora, fauna, history, etc.

PERSUADE—the ability to peacefully make people do as you wish. This is not mind control; it's for gaining information, or for bargaining etc.

DEVISE—the ability to craft things, design traps, understanding of construction & design in mechanical things.

FATIGUE POINTS

You lose FATIGUE POINTS by doing tiring things, or by carrying excessive loads. You must deduct the Encumbrance of your equipment from your Fatigue Points score. If you do some action which is tiring, you must deduct 1d6 Fatigue Points, for example, a battle or a hard day's marching. This fatigue loss will return at the rate of 1 point per hour rested, up to the total number of points lost. If your Fatigue level reaches 0, you must make an END x 2 die roll or fall unconscious. If you reach your original fatigue points level in MINUS NUMBERS—you are dead.

HEALTH POINTS

These are your life force. If they reach 0 you are dead. You can lose HEALTH POINTS by taking combat or magical damage.

Location	13-16	17–20	21–27	28+
HEAD	3	4	5	6
TORSO	4	5	6	7
LARM	2	3	4	5
RARM	2	3	4	5
L. LEG	3	4	5	6
R. LEG	3	4	5	6

If HPs in any of these locations reach 0, the location is immobile, If you reach your original score in MINUS NUMBERS, the location is mangled or removed. If this is HEAD or TORSO, you are dead.

KAI ABILITIES

All first level Kai students have 1 Kai Skill & 2 Weapon Skills.

ANIMAL KINSHIP—The possessor of this Discipline will receive clues from the GM as to the intentions of any animal, e.g., if they are going to attack, or if they are frightened, etc. He may also pick one animal with which he has a special affinity. From then on, he is able to communicate telepathically with that type of animal, or mind read them. Ability to ride = +40%.

CAMOUFLAGE—	Hide (ability to go unnoticed)	80%
	Sneak (move without being heard)	80%
	Disguise (imitation or prevention of discovery)	30%
	Blend (look & sound like a native of the country)	40%

HEALING—may add 1 HP per 5 mins, 50% chance that he must concentrate on self to exclusion of other activities. May add 1 HP to another player or NPC per 10 mins, 30% chance that he must concentrate.

HUNTING—	Find & Hunt Prey	90%
	Sneak	50%

Can always find food, except in wasteland or desert =+1 DEX.

MINDBLAST—Mind Attack 70%, 2d6 damage to target, -1HP per usage. Some creatures are immune to this attack.

MIND OVER MATTER—May move small objects using only force of will. Must concentrate to exclusion of other activities. Weight limit = 2kg. –1HP per use.

MIND SHIELD—Renders user immune to effects of Mindblast and Sixth Sense. Gives a +5 resistance roll vs. magic. Costs -1 HP per use.

SIXTH SENSE—This skill warns player of imminent danger (tingling on skin). 75% chance that player can read a stranger's intent; 75% chance of knowing a strange object's purpose. –1HP per use.

TRACKING—Read and identify tracks = 75% chance. Helps player to make correct choice when looking for something or someone (GM gives clue only): 75% chance.

WEAPONSKILL—+20% attack with one specific weapon, i.e. Sword, Quarterstaff, Dagger, etc. +2 damage with that weapon.

SHIANTI MAGIC

All Shianti novices get one magic Discipline with all the spells it contains, and one weapon skill with a Quarterstaff

ALCHEMY—50% chance of finding food (berries, roots, etc.) This character may make potions (there are some included but GMs should endeavour to create new ones). All potions require a specific ingredient.

Potions

Azawood — protection vs. minor spirits for 15 mins
Karmo — x 2 END; x 2 WpSk for 15 mins, then -1d10 HP
Alether — +20% to attack for 10 mins
Ezeran — acid dissolves metal ONLY
Melteran — +1d6 STR for 10 mins only

ELEMENTALISM—Costs player 1 END. The user gains some form of minor aid (e.g. a rock sprite to burrow a tunnel). GM to choose appropriate form of help. Help not too powerful or of too long a duration.

ENCHANTMENT—
All victims get a resistance roll = POW x 3.

Mind Read—automatically read minds (0 HP)
Illusion— -1HP, sight & sound only. Lasts 10 mins & can be no larger than 25m^3.
Implant Thought—Costs 2HP. Victim will believe thought implicitly for 10 mins.
Mind Wipe—Victim has total amnesia for 10 mins.
Charm—Costs 1HP. Victim trusts & befriends caster; however, victim will not obey. Lasts for 10 mins.
Dominate—costs 1HP. Victim obeys caster, but will not endanger itself. Lasts 5 mins.

EVOCATION—

Protection vs. minor spirits Requires drawing of a pentagram. No spirits will enter.
Protection vs. minor undead Same as above, except vs. minor undead.
Contact Dead Costs 1HP. 50% chance of calling wrong spirit.
Summon Ghosts Costs 1HP Haunts place or person for 10 mins.

PROPHECY—same as Kai SIXTH SENSE.

PYSCHOMANCY—The user gets cryptic clues & visions about any held object: its history, use, curses, etc. Costs 1HP. GM's choice of information.

SORCERY—

Light—the caster may create light in a 2m area
Mind over Matter—costs 1HP. May move small objects (under 2Kg weight) using mind power only.
Shield—costs 1HP. Acts as 10 pts of armour; caster may not attack for 5 mins.
Dispel—banishes any current use of lower magic; cost. 1HP.
Blast—Does 2d6 damage; bolt of electrical force.

COMBAT

You receive a base % chance with the weapon used. You also get additions to your Weapon Skills and your modifier. If you hit, you do the random damage of your weapon to the enemy's body (a random hit location). You subtract the armour from the damage, then subtract the damage from the hit location's HP to determine the result. You may parry one blow by rolling under your attack %.

MODIFIER—Add this to the base weapon % of the weapon you're using.

STR—each point over 10 gives you +1% chance.
INT—each point over 10 gives you +1% chance.
DEX—each point over 10 gives you +1% chance.

RANDOM HIT LOCATIONS—

	Melee	Missile
Head	20	19–20
Torso	15–19	13–18
R. Arm	12–14	10–12
L. Arm	9–11	7–9
R. Leg	5–9	4–6
L. Leg	1–4	1–3

ARMOUR—

Chain	200 GC	6 pts	*
Plate	500 GC	7 pts (Shianti can't wear)	*
Leather	110 GC	3 pts	*
Ring Mail	180 GC	5 pts	*
Helmet	70 GC	4 pts (Head only)	
Leather Cap	40 GC	2 pts (Head only)	

* This armour covers all hit locations except head.

Plate is 2.0 pts ENC per SIZ
Chain is 1.5 pts ENC per SIZ
Ring is 1.0 pts ENC per SIZ
Leather is 0.5 pts ENC per SIZ
Helmet — 1.5 ENC
Cap = 0.5 ENC

WEAPON & SHIELD TABLE

WEAPON	BASE	COST	ENC	ARMOUR	DAMAGE
Spear	10%	50 GC	1.5	8	1d8
Dagger	15%	35 GC	0.5	6	1d3+1
Mace	5%	55 GC	1.0	8	1d8
Short Sword	10%	60 GC	1.0	8	1d6
Warhammer	10%	90 GC	1.5	9	1d8+1
Longbow	5%	95 GC	1.5	8	1d8+1
Battleaxe	10%	85 GC	2.0	10	1d8+2
Broadsword	15%	75 GC	1.5	9	1d8+1
Quarterstaff	10%	40 GC	1.0	12	1d8
Great-sword	5%	100 GC	3.0	15	3d6
Scimitar	10%	80 GC	1.5	9	1d8
Morning Star	5%	95 GC	2.0	10	2d6+1
Great-axe	5%	100 GC	3.5	13	3d6+1
Throwing Knives	10%	30 GC	0.3	4	1d3
Crossbow	15%	110 GC	2.5	7	1d8+1
Halberd	5%	120 GC	4.0	10	3d6+2
Club	15%	30 GC	2.0	8	1d6
Sling	5%	20 GC	0.5	2	1d6
Flail	5%	80 GC	2.5	8	2d6+1
Falchion	10%	75 GC	1.5	8	1d8
Buckler	5%	50 GC	1.0	10	—
Full-shield	10%	80 GC	3.0	15	—

To use a weapon, you just have to make a % die roll under the base skill (with your modifier & weapon skill bonuses added on). When a parry is made, the damage is still rolled by the attacker; if this exceeds the parrying weapon's armour—the weapon is smashed.

EXPERIENCE

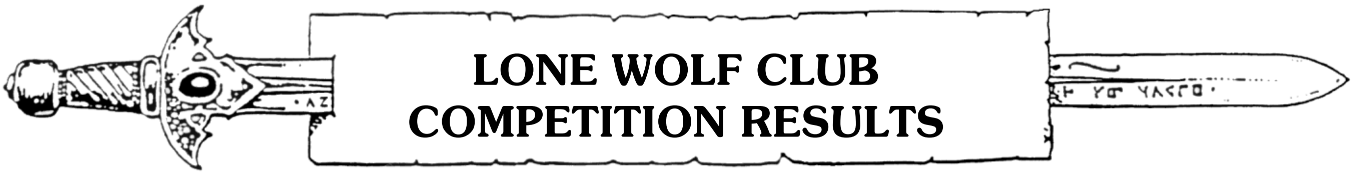
You will accrue experience for fighting and killing enemies, or for good role-playing (awarded by GM). Once you have accrued a certain amount of experience points, you will progress up a level. At each new level you become more powerful.

KA I

		Exp Pts
Novice	1 x K, 2 x WS	1000
Intuite	1 x K	2000
Doan	1 x WS	3000
Acolyte	1 x K	4000
Initiate	1 x K	5000
Aspirant	1 x WS	8000
Guardian	1 x WS	10000
Warmarn	1 x K, +3 CS	12000
Savant	1 x K	14000
Master	1 x K	20000

SHIANTI

Novice	1 x SM	0000
Apprentice	+10 VP	2000
Initiate	2 x SM	3000
Warlock	+1 WP, +3 WS	4000
Wizard	1 SM	5000
Sorcerer	+3 WP, +2 WS	8000
Guardian	1 SM	10000
Mage	1 SM, +1WS	12000
Arch Mage	1 SM	14000
Magus	1 SM	20000



LONE WOLF CLUB COMPETITION RESULTS

The winner of Newsletter 13's two-part Word Search was:

LEE DEWHURST of Dorchester

Lee's correct entry (shown opposite) was the first chosen from all those received by the closing date. He won an ALBA CP3 PERSONAL STEREO. The next three entries chosen at random were sent in by:

JOHN WATSON of Leeds
STEVEN PRAWLEY of Eastbourne
DAVID FARFIELD of Grimsby

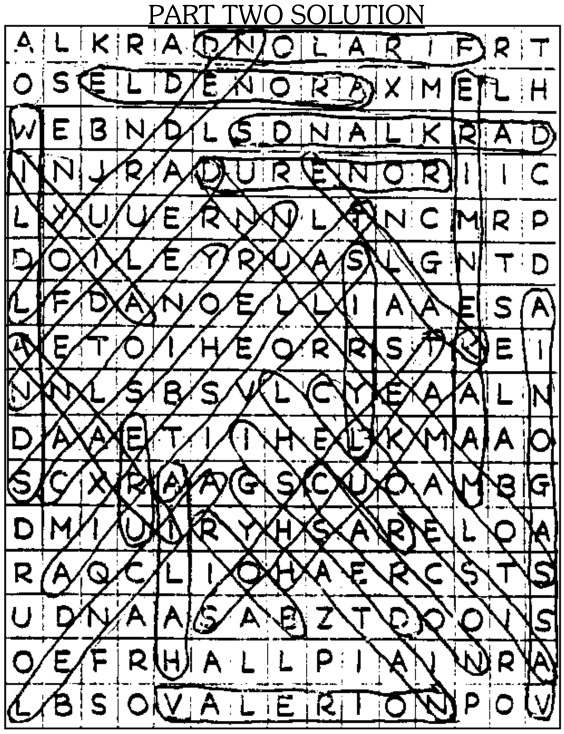
. . . each of whom won Lone Wolf T-shirts.

Thanks to all members who entered, and special thanks to **Claire Brotherton** who devised the puzzle.

PART ONE SOLUTION

Barrakeesh = VASSAGONIA
Boradon = BOR
Casiorn = CASIORN
Duadon = ELDENORA
Elzian = DESSI
Firina = FIRALOND
Garthen = TALESTRIA
Hammerdal = DURENOR
Helgedad = DARKLANDS
Helmstorm = LENCIA
Holmgard = SOMMERLUND
Humbold = ERU
Kadan = CLOE(A)SIA
Kelis = VALERION
Ljuk = KALTE
Luyen = DELDEN
Mogaruith = RUEL
Nikesa = KAKUSH
Orello = CARON
Pforodon = LOURDEN
Ragadorn = WILDLANDS
Rhem = SALONY
Saldor = HALIA
Suentina = SLOVIA
Tahou = ANARI
Telchos = TELCHOS
Torgar = GHATAN
Varetta = LYRIS
V'ka = MAAKENMIRE
Xaagon = IXIA

PART TWO SOLUTION



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W	E	B	N	D	L	S	D	N	A	L	K	R	A	D
I	N	J	R	A	D	U	R	E	N	O	R	I	I	C
L	Y	U	U	E	R	N	N	L	T	N	C	M	R	P
D	O	I	L	E	Y	R	U	A	S	L	G	N	T	D
L	F	D	A	N	O	E	L	L	I	A	A	E	S	A
A	E	T	O	I	H	E	O	R	R	S	T	K	E	I
N	N	L	S	B	S	V	L	C	Y	E	A	A	L	N
D	A	A	E	T	I	I	H	E	L	K	M	A	A	O
S	C	X	R	A	A	G	S	C	U	O	A	M	B	G
D	M	I	U	I	R	Y	H	S	A	R	E	L	O	A
R	A	Q	C	L	I	O	H	A	E	R	C	S	T	S
U	D	N	A	A	S	A	B	Z	T	D	O	O	I	S
O	E	F	R	H	A	L	L	P	I	A	I	N	R	A
L	B	S	O	V	A	L	E	R	I	O	N	P	O	V

PRE-RELEASE PRIORITY ORDER FORM

ORDER NOW AND YOUR SIGNED COPY OF 'THE SWORD OF THE SUN' WILL BE SENT TO YOU ON (OR SLIGHTLY BEFORE) THE UK PUBLICATION DATE OF 5TH OCTOBER. To order, just fill in the space below, and indicate how many copies you require in the places provided. Send the completed form (or a copy of it), together with a cheque or postal order for the correct amount (made payable to THE LONE WOLF CLUB) to:

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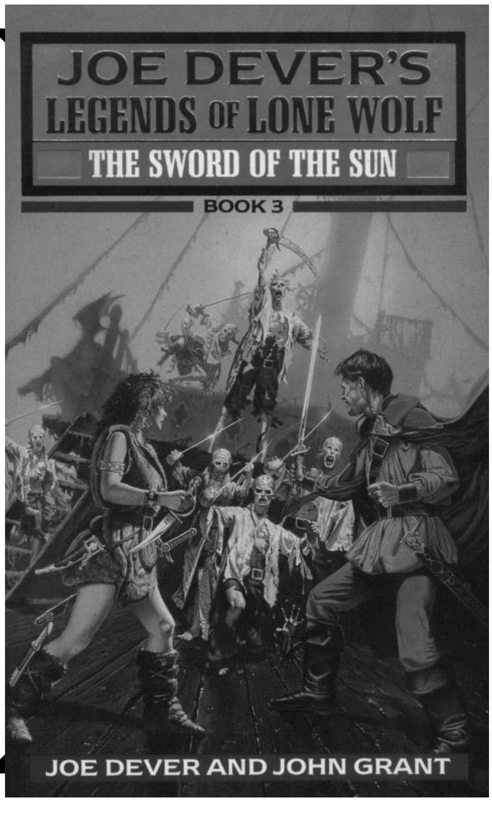

LONE WOLF

LONE WOLF CLUB members have the exclusive opportunity to purchase individual titles, or complete sets of Joe Dever's books, signed by Joe himself.

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THE LONE WOLF POSTER PAINTING BOOK		£1.95	
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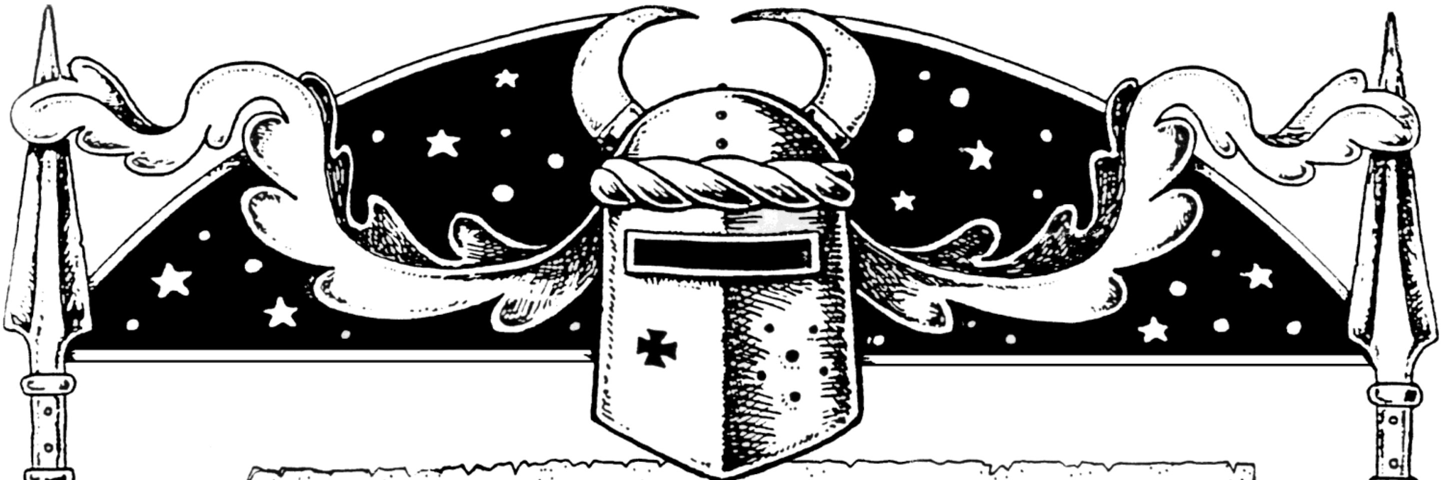


CAPTAIN KHADRO'S LONE WOLF TREASURE COMPETITION

This issue we've got for you a special clue-filled TREASURE HUNT competition. Captain Khadro, notorious leader of the Lakuri pirates, has hidden a hoard of treasure somewhere in northern Magnamund. Below you'll find a copy of the last page of his ship's log which contains his report giving clues as to the whereabouts of his ill-gotten treasure. Using your knowledge of Magnamund, you must decipher the clues in order to reveal the exact location of the hoard.

When you think you know where the treasure is, write the location on a postcard, together with your NAME, ADDRESS, and KAI RANK. Then send your card to the Club at the following address.

CAPTAIN KHADRO'S TREASURE HUNT, The Lone Wolf Club, Century, 62-65 Chandos Place, London, WC2N 4NW, ENGLAND.

All entries must be submitted no later than 31st December 1989. Any received after this date will not be counted so try to complete the hunt and send in your postcard as soon possible. The winner and runners-up will be notified by post than January 30th 1990.

THE PRIZES: The first correct entry, picked at random from all postcards received by close of competition, will win a **PUMA 'BOMBER' SPORTS BAG (Size 18x11x11)** with handles, carry strap, and two zipped end pockets emblazoned with the Puma cat logo, plus a signed copy of Legends Book 3: The Sword of the Sun. The three runners-up will each receive signed copies of Freeway Warrior 4: California Countdown.

'Twas midnight when I left the Earth Star Tavern and made my way back to the docks. A long voyage lay ahead, aye, a voyage to warmer climes. Just the thought o' anchoring in the Bay of Lon was enough t'warm m' shivering bones. By the time we dropped anchor in those shark-infested waters I'd heard word that m' brother Jake, him that was a-caring after m' treasure, was but 80 miles due east. I was a-wantin' to pay him a visit, me being a carin' sort o' brother an' all, so I trekked cross-country to his moth-eaten lodgings by the quay. But, curse m' eyes, I arrived too late—he'd left but an hour before. Some scurvy natives confided that he was in the pay of Svedchek Moldo, so I forged a course for the land of the blue-skinned giants at first light.

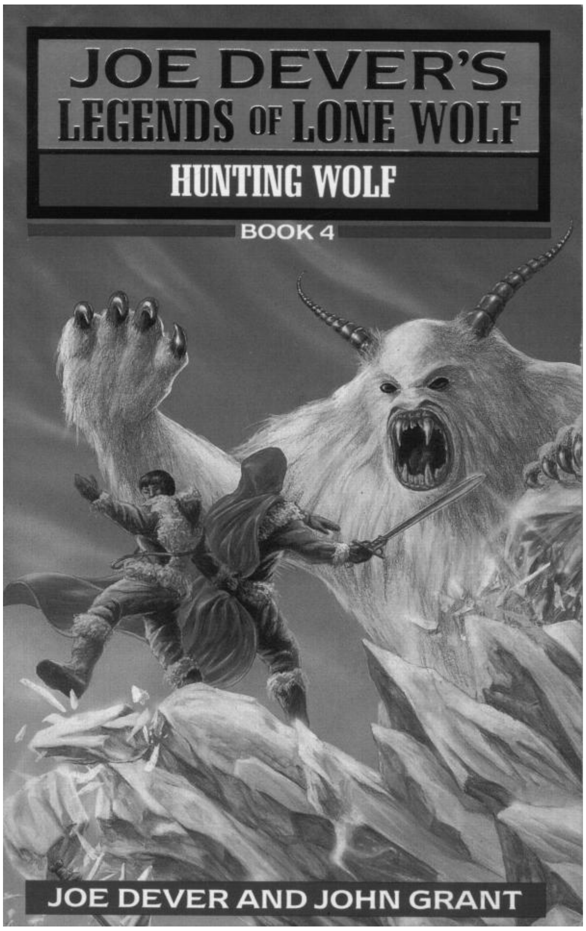
There, at the capital, I was joyously reunited with m' beloved brother. Miraculously m' treasure was intact, save for a few silver Lune which Jake said he'd 'mislaid' during his travels. He settled his business then we journeyed together to the court of Queen Evaine where Jake, being a mercenary by trade, had pledged himself ta the lady's service as a captain of brigade. War was a-knocking on the door of that realm and I be a cursed old seadog if I was going to stay and watch m' luverly gold fall into the greedy claws of some slaverin' Agarashi. At first light I bought passage on a barge which was a-flying a flag I'd not seen afore. It showed a princess holding a sword and a fluttering pennant. The barge sailed to its homeland and we docked at its main city before the day was done. Aye, it was a fine city and, for the first time in many a year, I felt safe and secure from them who'd have a mind t'steal m' gold. And so it's come to pass that I've hid me hoard here, in this safe place, safe from pryin' eyes and the greedy-fingered scum o' the seas. I've told nobody where it's buried so it'll remain safe 'til the day I choose t'come back to collect it. Ain't no-one with brains enough to work out where it's hid . . . and that's for sure, m'hearties!

NEWSLETTER No. 16

February sees the release of the 4th novel in the Legends of Lone Wolf series, entitled:

‘HUNTING WOLF’

Members can order their signed copies using the special order form on page 6.



JOE DEVER’S
LEGENDS OF LONE WOLF
HUNTING WOLF
BOOK 4
JOE DEVER AND JOHN GRANT

Also, we’re proud to present the prologue to the forthcoming LONE WOLF GRAND MASTER series, which sets the scene for this exciting new Lone Wolf project.

News from the Monastery

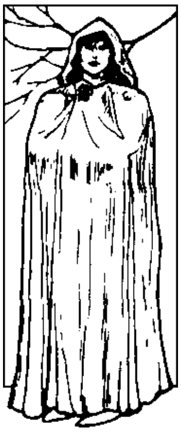
Following the recent merger of Century Hutchinson (the UK publishers of all Joe Dever's books) and the US company Random House, a new publishing company has been formed entitled Random Century. From August 1990 the imprint 'Beaver Books' will no longer exist. It is being replaced by a new imprint called 'Red Fox'. The publication of the first of the Lone Wolf Grand Master gamebooks—**The Plague Lords of Ruel**—coincides with the launch of this new imprint. Additionally, all of the previous books in the Lone Wolf series (Books 1–12) will be re-released by Red Fox with new cover designs and artwork by top cover artist—Peter Jones. It is the artwork for 'Plague Lords' which is featured on page 4 of this newsletter.

Joe is currently working on the second Grand Master adventure entitled '**The Captives of Kaag**' which is due for UK publication in January 1991.

The 5th British Play-by-Mail Convention is being held in London on March 17th 1990, full details of which can be found on page 9. The size of the venue and the number of participation games etc., promises to make this a convention well worth attending. Joe Dever will be there as Guest of Honour and will be available on the Arrow Books stand if you'd like to meet him and talk about his work. Entrance fee will be £3 on the day, or £2 if you buy your tickets in advance.

Bugs in the Atari and Amstrad versions of the Lone Wolf computer game have delayed the publication of 'Lone Wolf—Mirror of Death'. UK release has been now scheduled for May 1990. If you'd like to know more about the Lone Wolf software, and the new Freeway Warrior computer game which is currently in production, write to Audiogenic Software, Winchester Mouse, Canning Road, Wealdstone Harrow. Middx., or telephone them on 01 861 1166.

Look out for the February issue of **GM Magazine**. It contains another Battleday article which features colour photos of Joe's massive collection of Lone Wolf miniatures, and a Fantasy Wargame scenario based in Magnamund.



US publication dates for Freeway Warrior and Legends of Lone Wolf are as follows:

Freeway Warrior	1:	November	1989
Freeway Warrior	2:	February	1990
Freeway Warrior	3:	May	1990
Freeway Warrior	4:	August	1990

Legends of Lone Wolf	1:	October	1990
Legends of Lone Wolf	2:	December	1990
Legends of Lone Wolf	3*:	February	1991
Legends of Lone Wolf	4*:	April	1991
Legends of Lone Wolf	5:	June	1991

* In the US, Legends Book 3 'The Sword of the Sun' will be published in two parts. The first part will be entitled '**The Tides of Treachery**'; the second part will retain the UK title—'**Sword of the Sun**'.

UK-based specialist clothing designers—**Fantasy Knitwear**—have agreed to produce a range of top quality hand-knitted Lone Wolf garments. The first available items will be sweaters which will bear the image of Lone Wolf, together with the wearer's name and / or Kai rank. Details of prices, sizes, and availability, etc. will be announced shortly (probably in the next newsletter).

The **Lone Wolf Boardgame**, a project which unfortunately was shelved when the company producing it was taken over by a larger company back in 1986, is likely to be resurrected this summer. Games companies, both here and in the US, have approached Joe with offers of publication. Watch this space for details of further developments over the coming months.

'**The Fortress of Doom**'—the Lone Wolf telephone game, is scheduled for release in the US in October 1990. The carrier will be US Sprint and exact user costs will be known shortly. Meanwhile, Joe is recording the third and final part of 'Fortress' which will be on-line in the UK in May. He has also scripted and produced four new games which will expand the PhoneQuest label. The four new games are entitled: **Alien Intruder**, **Ghosthunter**, **Ninja**, and **Tomb of the Sphinx**, and are also scheduled for release in May. The main voice-over actors featured in these new games include **Antony Valentine** and **Tom Baker** (Dr. Who).

Joe Dever & John Grant have recently signed contracts with Random Century to write a further four novels in the Legends of Lone Wolf series. Joe and John are currently halfway through Book 5 which, chronologically, is set in the years MS 5051—MS 5054 the period between Lone Wolf gamebooks 3 and 4.

This issue we are proud to present the prologue to the first of the LONE WOLF GRAND MASTER adventures.

THE PLAGUE LORDS OF RUEL

by Joe Dever

You are Grand Master Lone Wolf, last of the Kai Lords of Sommerlund and sole survivor of a massacre that wiped out the First Order of your élite warrior caste.

It is the year MS 5075 and twenty-five years have passed since your brave kinsmen perished at the hands of the Darklords of Helgedad. These champions at evil, who were sent forth by Naar, the King of the Darkness, to destroy the fertile world of Magnamund, have themselves since been destroyed. You vowed to avenge the murder of the Kai and you kept your pledge, for it was you who brought about their downfall when alone you infiltrated their foul domain—the Darklands—and caused the destruction of their leader, Archlord Gnaag, and the core of their cancerous power that was the internal city of Helgedad.

In the wake of their destruction, chaos befell the Darkland armies who, until then, bad been poised to conquer all of Northern Magnamund. Some factions which comprised this huge army, most notably the barbaric Drakkarim, began to fight with the others for control. This disorder quickly escalated into an all-out civil war which allowed the Freestate armies of Magnamund time in which to recover and launch a counter-offensive. Skilfully their commanders exploited the chaos and secured a swift and total victory over an enemy far superior in numbers.

For five years now peace has reigned in Sommerlund. Under your direction, the once-ruined monastery of the Kai has been thoroughly rebuilt and restored to its former glory, and you have begun the task of training a Second Order of Kai warriors so that the skills and proud traditions of your ancestors will be carried forward in the centuries to come. The new generation of Kai recruits, all of whom were born during the era of war against the Darklords, possess latent Kai skills and show exceptional promise. These skills will be nurtured and honed to perfection during their time at the monastery so that they may teach and inspire future generations, thereby ensuring the continued security of your homeland in future years.

Your attainment of the rank of Kai Grand Master brought with it great rewards. Some, such as the restoration of the Kai and the undying gratitude of your fellow Sommlending, could have been anticipated. Yet there have also been rewards which you could not possibly have foreseen. The discovery that within you lay the potential to develop Kai Disciplines beyond those of the Magnakai, which, until now, were thought to be the ultimate that a Kai Master could aspire to, was truly a revelation. Your discovery has inspired you to set out upon a new and previously unknown path in search of the wisdom and power that no Kai Lord before you has ever possessed. In the name of your creator, the God Kai, and for the greater glory of Sommerlund and the Goddess Ishir, you have vowed to reach the very pinnacle of Kai perfection—to attain all of the Grand Master disciplines and become the first Kai Supreme Master.

With diligence and determination you set about the restoration of the Kai Monastery and organized the training of the Second Order recruits. Your efforts were soon rewarded and, within the space of two short years, the first raw recruits had graduated to become a cadre of gifted Kai Masters who, in turn, were able to commence the teaching of their skills to subsequent intakes of Kai novices. Readily the Kai Masters rose to their newfound responsibilities, leaving you free to devote more of your time to the pursuit and perfection of the Grand Master disciplines. During this period you also received expert tutelage in the ways of magic from two of your most-trusted friends and ad visors: Guildmaster Banedon, leader of the Brotherhood of the Crystal Star, and Lord Rimoah, speaker for the High Council of the Elder Magi.

In the deepest subterranean level of the monastery, one hundred feet below the Tower of the Sun, you ordered the excavation and construction of a special vault. In this magnificent chamber wrought of granite and gold, you placed the seven Lorestones of Nyxator, the gems of Kai power that you had recovered during your quest for the Magnakai. It was here, bathed in the golden light of those radiant gems, that you spent countless hours in pursuit of perfection. Sometimes alone, sometimes in the company of your two able advisors—Banedon and Rimoah—you worked hard to develop your innate Grand Master disciplines and grasp the fundamental secrets of Left-handed and Old Kingdom magic. During this time you noticed many remarkable changes taking place within your body; you became physically and mentally stronger, your five primary senses sharpened beyond all that you had experienced before, and, perhaps most remarkably, your body began to age at a much slower rate. Now, for every five years that elapse, physically you age but one year.

At this time many changes were also occurring beyond the borders of Sommerlund. In the regions to the north—east of Magador and the Maakengorge, the Elder Magi of Dessi and the Herbwardens of Bautar were working together in an effort to restore the dusty volcanic wasteland to its former fertile state. It was the first tentative step towards the reclamation of all the Darklands However, although they had had notable successes in these regions, generally their progress was painfully slow and both parties were resigned to the fact that their efforts to undo the damage caused by the Darklords would take not years but centuries to complete.

In the far west, the Drakkarim had retreated to their homelands and were engaged in a bloody war against the Lencians. Much of Nyras had been recovered by the armies of King Sarnac, the Lencian commander, and his flag now flew over a land which, two thousand years ago, had once been part of Lencia.

Following the destruction of the Darklords of Helgedad, the Giaks, the most prolific in number of all of Gnaag's troops, fled into the Darklands and sought refuge in the gigantic city-fortresses of Nadgazad, Aarnak, Gournen and Kaag. Within each of these hellish strongholds there exists now a state of frenzied conflict as remnants of the Xaghash (lesser Darklords) and the Nadziranim (evil practitioners of Right-handed magic who once aided individual Darklord masters) fight for control. By virtue of their geographic locations, and the struggles taking place within them, each one of these city-fortresses is isolated from the next and poses no immediate threat to the peoples of the Free Kingdoms. It is widely believed that by the time the Elder Magi and the Herbalish reach the walls of these strongholds the occupants will have long since wrought their own extinction.

Elsewhere, throughout Northern Magnamund, peace reigns victorious and the peoples of the Free Kingdoms rejoice in the knowledge that the age of the Darklords has finally come to an end. Readily men have exchanged their swords for hoes and their shields for ploughs, and now the only marching they do is along the ruts of their freshly furrowed fields. Few are the watchful eyes that scan the distant horizon in fear of what may appear, although there are still those who maintain their vigilance, for the agents of Naar come in many guises and there are those upon Magnamund who wait quietly in the shadows for the chance to do his evil bidding

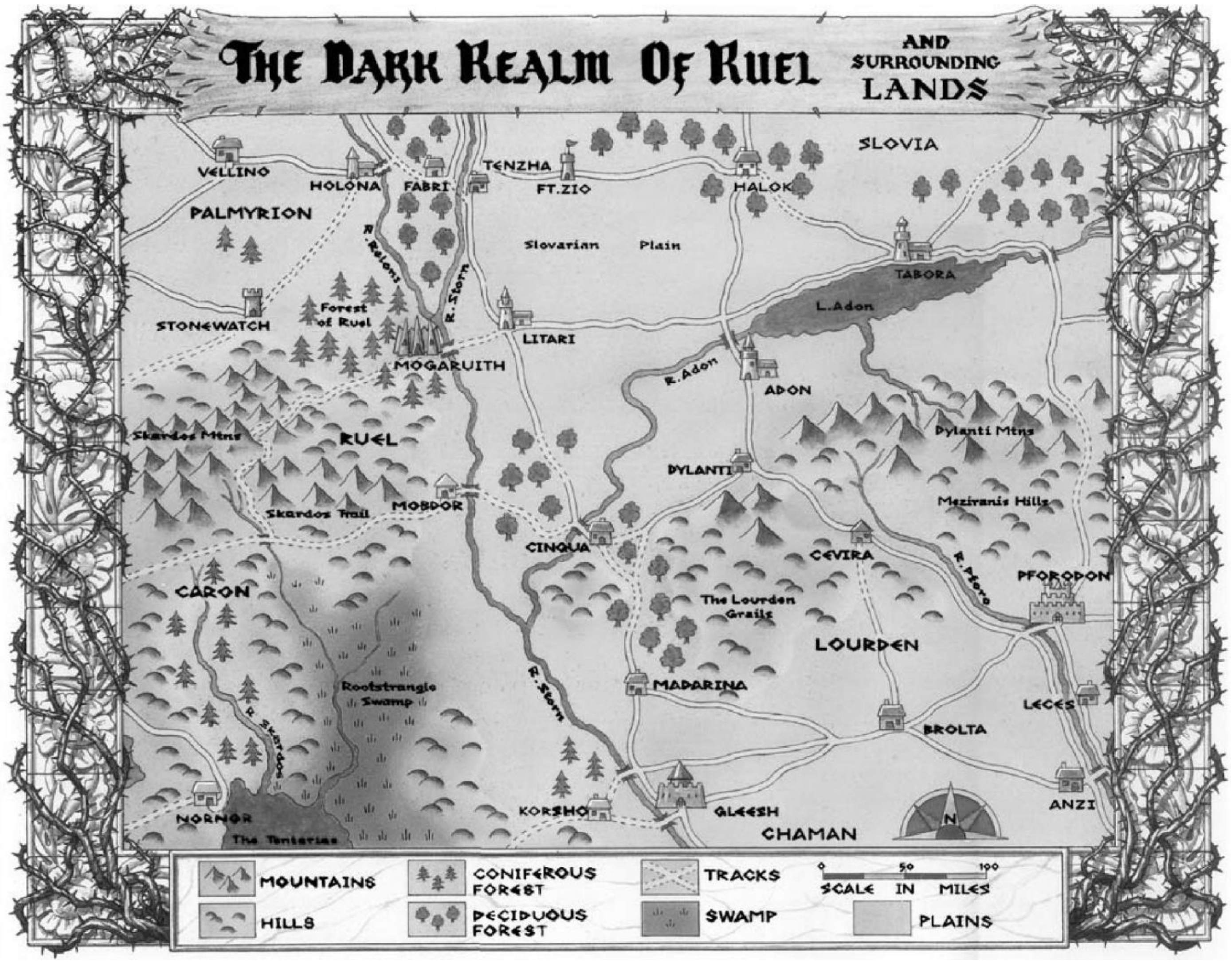
Often, over the past two years, Lord Rimoah has warned you to be wary of one such group. They are known as the Cener Druids and they occupy a small forested realm to the south of the Stornlands called Ruel, which they have made virtually impregnable to invasion through the use of evil herbcraft. Once, long ago, after the defeat of Naar's greatest champion—Agarash the Damned—they were used by Naar as agents of revenge. Then, they formulated and released a plague that decimated the Elder Magi and left the way open for their conquest of Magnamund. Now the Elder Magi fear that, as before, Naar will use them again to enact revenge for the defeat of his champions. They fear that they will seek to destroy the Second Order of the Kai before it becomes too strong, for your quest for mastery of the Grand Master Disciplines has opened a door to such goodly power that even Naar himself may be unable to counter it. Unless he closes that door, others of your kind could soon be following in your footsteps.

Already the Elder Magi have petitioned the courts of all the Freeland rulers, beseeching them to act

immediately and destroy the Cenerese before it is too late. Many of the kingdoms they have visited unwittingly harboured secret sects of Cener Druids who practiced their vile herbcraft, often in remote areas. Sommerlund was one such land. Only a year ago, a sect of Cenerese was found in the foothills of the Durncrags engaging in blood rituals at a site less than a day's ride from the monastery. News of this prompted action which brought about a purge of the Lastlands and forced many Cenerese sects to flee to the safety of Ruel. The regular armies of three nations—Palmyrion, Lourden, and Slovia—are now encamped around its border in an attempt to contain the Cener threat. They remain watchful, but that is all they can hope to do. The Cenerese are too powerful within their own domain for the Freeland armies to dare launch an invasion. One such attempt has already ended in disaster. Six months ago an allied force numbering seven thousand fighting men entered the Forest of Ruel, intent on storming the Cenerese fortress of Mogaruith and razing it to the ground. Seven thousand men went into the forest; only seventy returned alive.

Despite the vigilance of the three Freeland armies, the containment of the Cenerese threat within Ruel has not been entirely successful. To the south, the Cenerese can enter and leave their realm by means of tunnels which honeycomb the Skardos Mountains. These secret passages emerge in the free state of Caron, at the northern edge of the Rootstrangle Swamp which, in due course, drains into the Tentarias (the great waterway which divides the northern and southern continents of Magnamund). Once access to the Tentarias has been achieved, the Cenerese are virtually free to sail to any port or country of their choosing. Caron is helpless to prevent the Cenerese from using this route through their land. They are a poor nation with few resources, and the Rootstrangle Swamp is one of the most difficult places to patrol. It comprises a constantly shifting morass of mud flats and rotting vegetation, inhabited only by Tzargs—a carnivorous race of frog-like animals originally bred by the Cenerese for the sole purpose of guiding them through the swamp's ever-shifting channels.

On mid-summer's day, Lord Rimoah arrived at the monastery without, as was customary on such occasions, any forewarning of his visit. His unexpected appearance surprised the other Kai and caused them to speculate in whispers about the reasons for his journey. Yet his coming was of no surprise to you. For days you had experienced a feeling of unease. a presentiment that hat your orderly life at the monastery was about to undergo a dramatic change. Rimoah brought with him a


THE DARK REALM OF RUEL
AND SURROUNDING LANDS
VELLINO
HOLONA
FABRI
TENZHA
FT.ZIO
HALOK
SLOVIA
PALMYRION
Slovarian Plain
R. Storm
TABORA
L.Adon
Forest of Ruel
STONEWATCH
LITARI
MOGARUITH
R. Adon
ADON
Skardos Mtns
RUEL
Dylanti Mtns
DYLANTI
Skardos Trail
MOBDOR
Mezirania Hills
CINQUA
CEVIRA
PFORODON
CARON
The Lourden Grails
LOURDEN
Rootstrangle Swamp
R. Storm
MADARINA
LECES
R. Skardos
BROLTA
NORNOR
The Tentarias
KORSHO
GLEESH
CHAMAN
ANZI
N
MOUNTAINS
HILLS
CONIFEROUS FOREST
DECIDUOUS FOREST
TRACKS
SWAMP
0 50 100
SCALE IN MILES
PLAINS

glass phial of pale green liquid, a liquid that was proof-positive that the Cenerese were indeed preparing to enact Naar's revenge upon the Free Kingdoms of Magnamund.

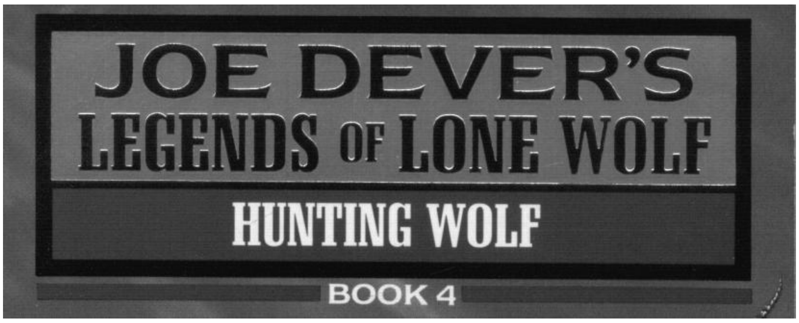
The phial had been found among the possessions of a Cener Druid who had been caught in the city of Ragadorn after having been followed there by a watchful Herbwarden from Bautar. Under interrogation, the Cener revealed that he had been sent to Ragadorn by Arch-Druid Cadak, the ruler of Ruel, to distribute phials of this liquid to agents sympathetic to the Cenerese cause. The Herbwarden had sent the phial to Dessi where the Elder Magi, upon analysing the liquid, discovered it to be a powerful vaccine against a new and complex plague virus. Judging by the composition of the vaccine, this plague virus would prove to be several times more lethal than the Great Plague which had so devastated their race many thousands of years ago. The Cener succeeded in taking his own life before he revealed further details, but, judging from the evidence in their possession, the Elder Magi were convinced that the Cenerese are getting ready to unleash an airborne plague virus that could kill all the living creatures of Magnamund, save those that had ingested the vaccine.

Rimoah informs you that the Elder Magi are unable to replicate the vaccine in huge quantities, and even if they were so able, to distribute it to every living creature on Magnamund in itself would be an impossible task.

"The Herbwardens are sure that the Cener they found in Ragadorn was one of the first of those sent out of Mogaruith to distribute this vaccine," said Rimoah, his voice uncharacteristically sombre. "Therefore we must act quickly if we are to destroy the virus before Cadak is ready to release it into the atmosphere. Someone must enter Mogaruith. They must find and destroy the plague virus, and they must ensure that this evil work can never again be resumed."

For a long moment you stood in silence staring into Rimoah's unblinking eyes. Then, with a nod of your head, you acknowledged what had to be done. Only a Kai Grand Master possesses the skills and experience that would be essential to the success of this vital mission . . .

. . . .and there is only one Kai Grand Master.



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ORDER NOW AND YOUR SIGNED COPY OF 'HUNTING WOLF' WILL BE SENT TO YOU BY RETURN POST. To order, just fill in the space below, indicating how many copies you require in the places provided. Send the completed form (or a copy of it), together with a cheque or postal order for the correct amount, to:

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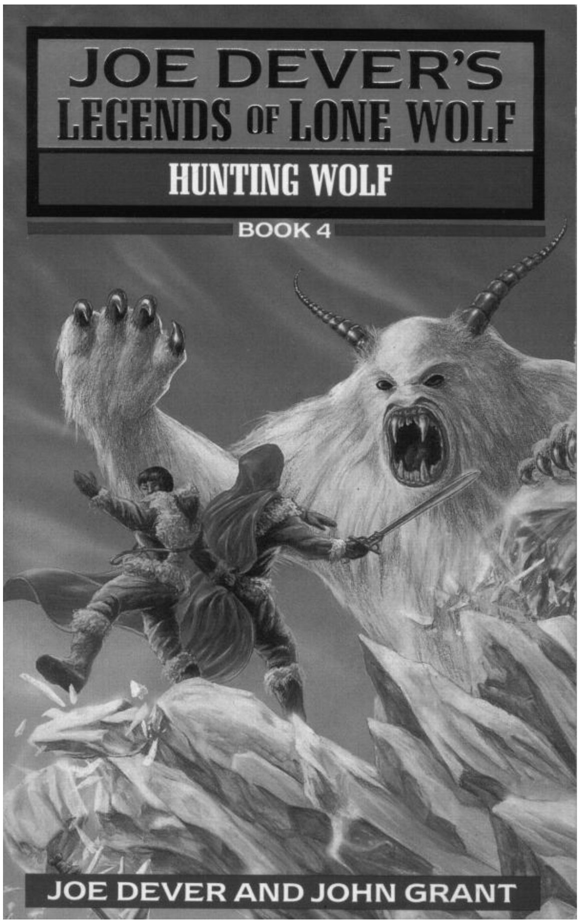

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: CHARLIE ROBINSON
Age: 13
Address: England
Hobbies: Lone Wolf, swimming, reading, TV.
Would like a pen-pal, preferably female, aged 12–14, any nationality, with similar interests.

Name: STEPHEN STRELLET
Age: 15
Address: England
Hobbies: All RPGs, solo adventure books, US football, martial arts.
Would like an American pen-pal, preferably female, similar age & interests.

Name: SAMUEL HORAM
Age: 9
Address: England
Hobbies: Lone Wolf, Grey Star, D&D, computers (Spectrum 48K), cricket, reading, music (Mozart), chess.
Would like a pen-pal, boy / girl, who shares all or some of his interests, aged 9–13.

Name: IAN FISH
Age: 12
Address: England
Hobbies: Lone Wolf, Grey Star, writing books & short stories.
Would like a pen-pal aged 11 / 12, male, who is into the works of Joe Dever & Ian Page.

Name: PETER A ANDREWS
Age: 12
Address: England
Hobbies: Solo gamebooks, computer games, Space Hulk (RPG), reading.
Would like a pen-pal, boy / girl, aged 12–14, who enjoys the Legends of Lone Wolf. He is new to solo adventuring and would appreciate hearing from someone prepared to teach him a bit about the hobby.

Name: JUSTIN YOUNGSON
Age: 12
Address: Canada
Hobbies: Computer programming & games, writing stories, skiing, surfing, and Lone Wolf *(of course!)*.
Would like a UK or European pen-pal, age not important, with similar interests. Preferably an animal lover.

Name: ROBERT WEIGHILL
Age: 19
Address: England
Hobbies: Lone Wolf, AD&D, Middle Earth, drawing, wargaming, painting miniatures, collecting videos.
Would like a pen-pal, boy / girl, aged 17–20+, preferably with similar interests.

Name: KENNETH MacLEOD
Age: 15
Address: Scotland
Hobbies: Lone Wolf, RPGs, computer programming, reading, aircraft.
Would like a pen-pal, preferably male, same or similar interests, living in Scotland.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

MEV-14
JOE?@Y
C. JULIEN-89

THE BRITISH PLAY BY MAIL ASSOCIATION PRESENTS . . .

THE FIFTH BRITISH PLAY BY MAIL CONVENTION

ON
SATURDAY MARCH 17th 1990
AT
THE OLD HORTICULTURAL HALL,
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LONE WOLF CLUB members have the exclusive opportunity to purchase individual titles, or complete sets of Joe Dever's books, signed by Joe himself.

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5	£0.95	£1.50
6	£1.25	£1.75
7+	£1.55	£2.12

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LONE WOLF 3: The Caverns of Kalte		£2.50	
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LONE WOLF 8: The Jungle of Horrors		£2.50	
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LONE WOLF 10: The Dungeons of Torgar		£2.50	
LONE WOLF 11: The Prisoners of Time		£2.50	
LONE WOLF 12: The Masters of Darkness		£2.50	
LONE WOLF 13: The Plague Lords of Ruel		N.Y.A.	
LONE WOLF 14: The Captives of Kaag		N.Y.A.	
THE LONE WOLF POSTER PAINTING BOOK		£1.95	
THE MAGNAMUND COMPANION—Guide to the fantastic world of Lone Wolf		£6.95	
THE LONE WOLF ADVENTURES—Hardcover collector's omnibus containing Lone Wolf gamebooks 1 & 2.		£7.95	
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LONE WOLF CLUB COMPETITION RESULTS

The 'Draw a Monster Competition' in Newsletter No. 14 proved very popular. It attracted a record number of entries from club members from all around the world. The standard of artwork was uniformly high, making the task of choosing the winners and runners-up rather difficult. However, after careful deliberation the choices were made, and here is the complete list of winners and runners-up in all three of the group categories:

UNDER 11s

WINNER:	**BEN MOORHOUSE**	(Age. 9)
Runners-up:	**Alex Chin**	(Age: 9)
	Toby Pringle	(Age: 7)

11–14s

WINNER:	**PAUL CAPPLEMAN**	(Age: 13)
Runners-up:	**Shane Reynolds**	(Age: 12)
	Stephen Weeks	(Age: 14)

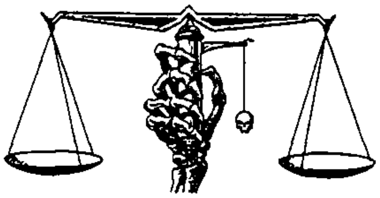
15 & over

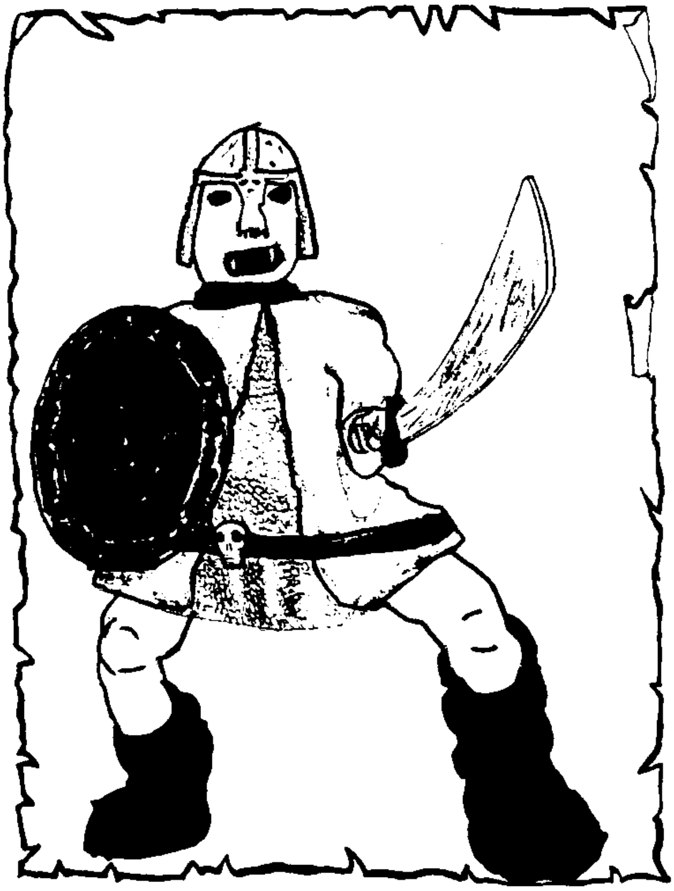
WINNER:	**JON HANCOCK**	(Age. 19)
Runners-up:	**Micheal Hole**	(Age. 16)
	Scott Hunter	(Age: 15)

Congratulations to the winners—Ben, Paul, and Jon—who each won a Lorus LCD Chrono / alarm wristwatch. All six runners-up received signed copies of 'Eclipse of the Kai'.

Because at the generally high standard of entries, we are publishing a 'List of Merit'. It contains the names of all those whose artwork was deserving of recognition:

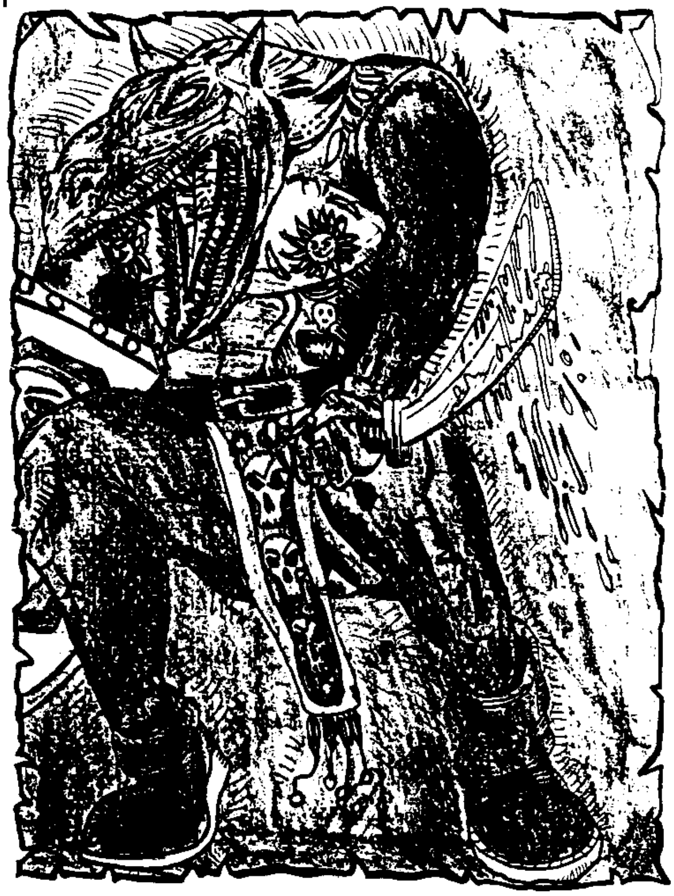
IAN LAING, BRUCE COLLIS, JOHN POPKIN, GWYN RHODES, PETER DILLON, ALEX BURTON, MARCO LUCCHINO, ALEX PARTRIDGE, MARTIN ELLABY, SCOTT CARTER, JOHN SAINTLY, JONATHAN BLOWER, JAMES POOLE, CARL WARNER, CHRISTOPHER TAYLOR, BARRY GIBSON, LYNN FOUNDER, SIMON POTTS, GRAHAM LEADER, JANE CRAIG, MICHEAL COLLINS, GARY DAWSON, ANDREW WETHERBY, LUCY BROWN, JACK GREENBRIDGE, JOHN SISSONS, JOHN MURRAY.





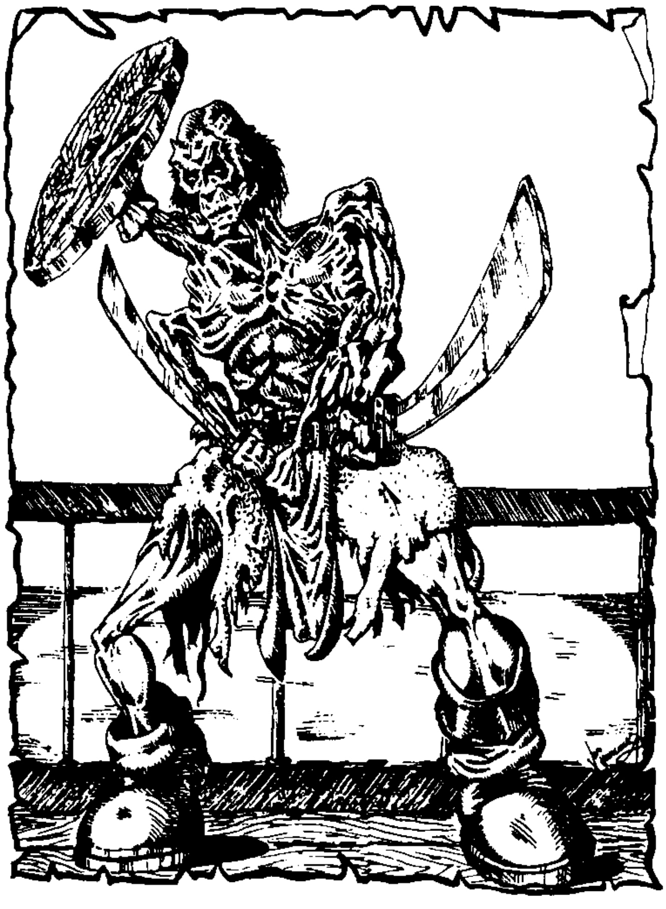
UNDER 11s

WINNER: **BEN MOORHOUSE** (Age: 9)



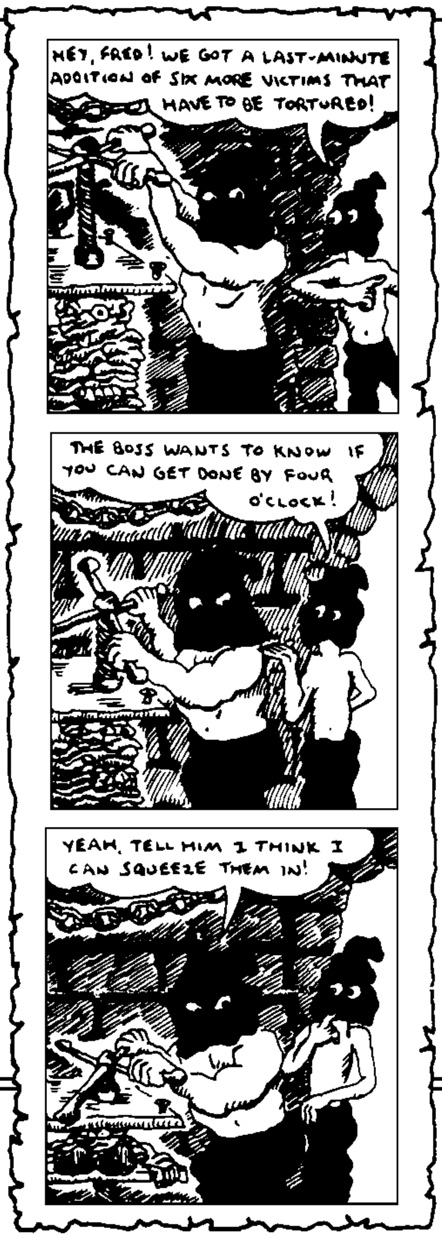
11–14s

WINNER: **PAUL CAPPLEMAN** (Age: 13)



15 & over

WINNER: **JON HANCOCK** (Age: 19)


HEY, FRED! WE GOT A LAST-MINUTE ADDITION OF SIX MORE VICTIMS THAT HAVE TO BE TORTURED!
THE BOSS WANTS TO KNOW IF YOU CAN GET DONE BY FOUR O'CLOCK!
YEAH, TELL HIM I THINK I CAN SQUEEZE THEM IN!

CAPTAIN KHADRO'S LONE WOLF TREASURE HUNT COMPETITION

'Twas midnight when I left the Earth Star Tavern and made my way back to the docks. A long voyage lay ahead, aye, a voyage to warmer climes. Just the thought o' anchoring in the Bay of Lon was enough t'warm m' shivering bones. By the time we dropped anchor in those shark-infested waters I'd heard word that m' brother Jake, him that was a-caring after m' treasure, was but 80 miles due east. I was a-wantin' to pay him a visit, me being a carin' sort o' brother an' all, so I trekked cross-country to his moth-eaten lodgings by the quay. But, curse m' eyes, I arrived too late—he'd left but an hour before. Some scurvy natives confided that he was in the pay of Svedchek Moldo, so I forged a course for the land of the blue-skinned giants at first light.

There, at the capital, I was joyously reunited with m' beloved brother. Miraculously m' treasure was intact, save for a few silver Lune which Jake said he'd 'mislaid' during his travels. He settled his business then we journeyed together to the court of Queen Evaine where Jake, being a mercenary by trade, had pledged himself ta the lady's service as a captain of brigade. War was a-knocking on the door of that realm and I be a cursed old seadog if I was going to stay and watch m' luverly gold fall into the greedy claws of some slaverin' Agarashi. At first light I bought passage on a barge which was a-flying a flag I'd not seen afore. It showed a princess holding a sword and a fluttering pennant. The barge sailed to its homeland and we docked at its main city before the day was done. Aye, it was a fine city and, for the first time in many a year, I felt safe and secure from them who'd have a mind t'steal m' gold. And so it's come to pass that I've hid me hoard here, in this safe place, safe from pryin' eyes and the greedy-fingered scum o' the seas. I've told nobody where it's buried so it'll remain safe 'til the day I choose t'come back to collect it. Ain't no-one with brains enough to work out where it's hid . . . and that's for sure, m'hearties!

THE ANSWER— **HUMBOLD**

Newsletter No. 15's Treasure Hunt Competition certainly proved that Lone Wolf Club members know their way around Magnamund! One hundred and six entries were received in total, of which only two had the incorrect location of Captain Khadro's hidden hoard. Unfortunately, there could only be one winner and three runners-up:

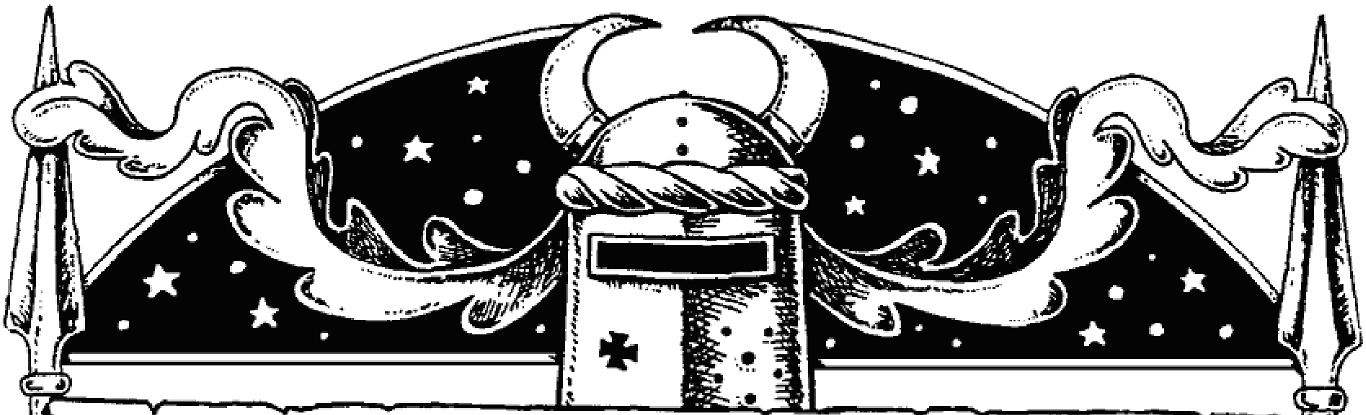
THE WINNER:

JOHN RIMELL, Spalding

RUNNERS-UP:

LAWRENCE CURTIS, Scarborough
ALEX FEATHERSTONE, Bicester
CURTIS HUNTER, Midland, Tx, USA

Congratulations to John who won a PUMA 'BOMBER' SPORTS HOLDALL and a signed copy of 'The Sword of the Sun'. Each of the runners-up won signed copies of Freeway Warrior 4—'California Countdown'.



BANEDON'S QUEST
A LONE WOLF TREASURE HUNT COMPETITION

Well, Captain Khadro's Treasure Hunt proved to be a bit too easy for most of you so here's another that's sure to test your deductive Kai skills to the limit.

It was believed that 'Nadazgada'—the sword of Darklord Gnaag—was destroyed during the fall of Helgedad. In fact it survived and was soon recovered by a Nadziranim sorcerer, an inhabitant of the city of Gournen. News of its discovery reached Guildmaster Banedon who vowed to discover its whereabouts and destroy it once and for all. His quest was successful and, listed below, is his coded account of his journey to find Nadazgada Using your knowledge of Magnamund, you must decipher the clues in order to reveal the location where Banedon discovered the sword.

When you think you have the answer, write the location on a postcard, together with your NAME, ADDRESS and KAI RANK. Then send your card to the club at the following address:

BANEDON'S QUEST COMPETITION, The Lone Wolf Club, Beaver books, 62/65 Chandos Place, London, WC2N, England.

All entries to be submitted no later than March 31st 1990. Any entries received after this date will not be counted. The winner and runners-up will be notified by April 15th, 1990.

THE PRIZES: The first correct entry, picked at random from all those received by close of competition, will win a **HALINA 'SPRITE' 110 CAMERA** outfit, complete with film. Three runners-up will receive signed copies of 'HUNTING WOLF'—Legends of Lone Wolf Book 4.

My quest for the Nadazgada took me first to the City of Merchants where I met with my old friend Chalda. He was to be my guide on the first stages of my journey. We rode to Bais where we met with my friend's contact, a ranger recently returned from the Falls of Lamenta. He had heard tell that Gnaag's blade was being transported to a Darkland stronghold whose name meant 'Fortress Blackwood' For three days we journeyed north, covering 50 miles each day, before we stopped to rest at a border town. It was here we heard rumour that robber barons were fighting for control of territory to the east, and so we resolved to change our route to avoid falling foul of them. During our brief rest we had been befriended by a journeyman called Akon, whose name was an anagram of the place where he lived. Generously he offered us lodging at his home whilst we formulated our next course of action, and we were pleased to accept.

It was now that the quest took a turn for the worse. Word of my purpose had reached the ears of agents loyal to Warlord Magnaarn, who immediately dispatched a troop of Zagganozod with orders to find and assassinate us forthwith. A midnight attack claimed the life of my companion and our host. I escaped with my life, but only just. Aided by Nadziranim magic, Magnaarn's horsemen pursued me for a week on a compass bearing of 300° before finally I lost them in the mountains. By chance, an encounter here with a Giak patrol was to help me fulfil my mission. I captured a scout who, under hypnosis, revealed to me that Gnaag's sword had been transported to another destination, one that was little more than four day's ride away. I acted on this information and, sure enough, I found what I had set out to discover.

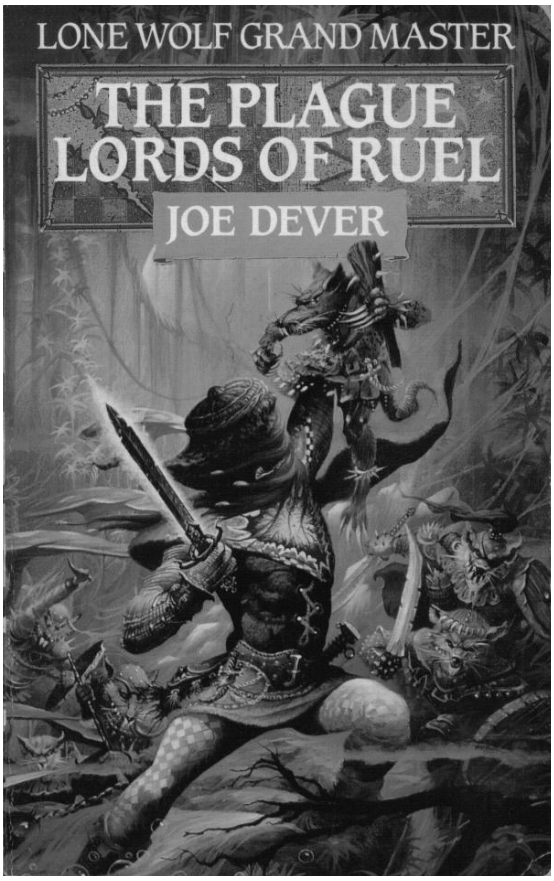
LONE WOLF CLUB

NEWSLETTER No. 17

"**THE PLAGUE LORDS OF RUEL**"—the eagerly awaited start to the Lone Wolf Grand Master series—is published in the UK on October 4th 1990.

See page 11 of this issue for a special pre-order form which will enable you to re-serve a signed copy of this important release in the Lone Wolf saga.

Pre-publication copies of this book will be reserved for the club as soon as it is printed. So order early to ensure you'll be among the first to read this exciting start to the Grand Master series.


LONE WOLF GRAND MASTER
THE PLAGUE LORDS OF RUEL
JOE DEVER

News from the Monastery

Firstly, sincere apologies to Club members for the late appearance of this issue. Difficulties arising from the recent takeover of Beaver Books by Red Fox Books, coupled with printing difficulties and a restructuring of the club's administration, led to unforeseen delays in the production of this newsletter. However, now that these problems have been overcome we look forward to being able to produce future newsletters on a more regular and consistent basis.

The specialist clothing designers—Fantasy Knitwear—who were mentioned in last issue's News page, have started production of their range of top quality hand-knitted Lone Wolf garments. For details, prices, and a colour brochure, write to them at the following address. Please enclosed a large SAE (or 2 IRCs if you are not resident in the UK).:

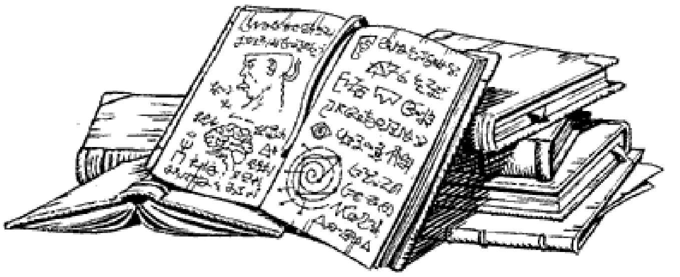
Fantasy Knitwear (Lone Wolf)
C/o C&E Group,
PO Box 120
Henley on Thames
Oxon R69 1PB
England

Joe has recently completed work on the second Grand Master adventure (Lone Wolf 14) which is entitled '**The Captives of Kaag**'. UK publication is set for December 4th 1990. A special preview of 'Kaag' will appear next issue. Joe and John Grant have also now completed the fifth 'Legends of Lone Wolf' novel which will be called 'The Claws of Helgedad'. Publication of this book is set for June 1991. The existing four Legends novels are to be reprinted next summer by Arrow books, and all will sport new cover art especially commissioned from Peter Jones.

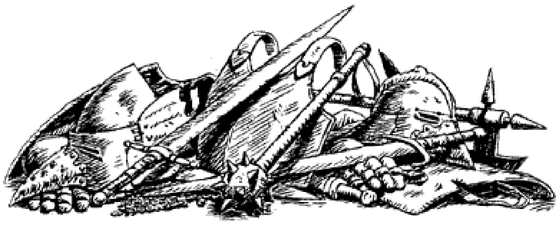
Currently, Joe is as busy as ever. He's writing Lone Wolf 15 which is entitled 'The Darke Crusade'. It is set in Nyras in the year MS 5076 against the backdrop of a Lencian / Drakkarim war which began immediately after the demise of the Darklords. The mission is to prevent the Drakkarim leader, Warlord Magnaarn, from recovering the Doomstone of Darke, the most powerful of all the Doomstones created by Agarash the Damned. The quest to thwart Magnaarn takes Lone Wolf through the Hellswamp, into the forests of northern Nyras, and right to the heart of a bloody battle raging at the siege of Darke, the Nyras capital. UK publication of 'The Darke Crusade' is set for March 1991.

The new **PhoneQuest** adventure games, written by Joe Dever, come on-line on October 8th 1990. They comprise one new Lone Wolf adventure plus four others based on popular adventure movie themes. The games are radically different to 'Fortress of Doom'. They are question & answer based games in which you hear a section of the story and then you're asked detective-like questions about what you've heard. Correct answers allow you to continue until you manage to solve the game's quest. Each game is updated every month and prizes will be awarded every week.

Look out for the revamped Games Master (GM) role-playing magazine, now officially known as GamesMaster International. Issue No.3 of GMI, due out on September 14th 1990, will contain a Lone Wolf special feature promoting The Plague Lords of Ruel'. In addition to other Lone Wolf news there'll be an extract from 'Plague Lords' plus a Lone Wolf competition. The compo's first prize will 10 limited edition colour prints of the Plague Lords' cover art, signed by Joe Dever & Peter Jones.



US publication of the first 'Legends of Lone Wolf' novel—Eclipse of the Kai—has been brought forward to August 1990. The second novel—The Dark Door Opens—will be out in the US in December as previously announced.



A new range of Lone Wolf miniatures will soon be available from the Nottingham-based miniatures company—Alternative Armies. Initially, twelve Lone Wolf Grand Master figures have been planned, but more will follow on a regular basis. First releases are scheduled for November 1990. If you'd like more details, write directly to Alternative Armies (enclosing an SAE or IRC) at the following address:

Alternative Armies
(Lone Wolf Miniatures)
Unit 6 Parkway Court
Glaisdale Parkway
Bilborough
Nottingham
NG8 4GN
England

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THE ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK & WILD WEASEL

by Kai Grand Master Michael Hole

Timeline—MS 5086

Four of Dessi's most notorious criminals are about to be transported from Holmgard, capital of Sommerlund, back to Dessi to face charges of treason, mass murder, grand theft and arson.

The four, namely Aran Jarek, Sebb Dolby, Tarif Adwar, and Lent Iylpos were caught in Holmgard trying to start an uprising by uniting certain members of Sommerlund's nastiest villains in an attempt to overthrow the Sommlending monarchy.

Feeling a sense of duty, King Ulnar of Sommerlund has contacted Kai Supreme Grand Master Lone Wolf in the hope of obtaining some Kai Lords brave enough to escort these four criminals back to Dessi. However, Lone Wolf had some bad news for King Ulnar. Due to large numbers of uprising in recent months, nearly all of the Kai Masters (or higher rank) were already being employed in tracking down subversives. The few Kai Masters who had remained at the Monastery were needed to teach the initiates, and couldn't be spared for the task. Lone Wolf dared not send any Kai Lord of lesser status than 'Master' because he feared that the criminals' henchmen would ambush and kill them on the way to Dessi. A large part of the Sommlending army were far away in the west, acting as part of a Freeland alliance in a war against Lord Ixiataaga's undead hordes, so help from them was out of the question. However, all was not lost, for Lone Wolf had recently noticed the performances of four young Kai warriors in particular, and he had been pleased by what he had seen. Among the monastery's one hundred and twenty seven Kai who had yet to master the basic Disciplines, these four showed exceptional talent, namely: Black Hawk (Warmarn), Firefly (Guardian), Sabre Fox (Warmarn), and Wild Weasel (Aspirant). Ulnar understood Lone Wolf's predicament perfectly and so Lone Wolf alone had to make the choice of whether or not to entrust them with this. After all, it could be their first . . . and their last.

PART ONE: The choice has been made

Footsteps echoed along the vast, lifeless corridors of the lower monastery. Soon, dull rasping voices could be heard, grunting meaningless words and phrases. Sooner still, a figure could be seen in the distance, then two, a third, then all four. The figures walked wearily along the corridor, clad in the standard green boots, jerkin, breeches and hooded cloak of Kai minors. The four walked shoulder-close along the great pillared corridor for it was not unknown for ferocious creatures, conjured by a watchful Grand Master, to pop out from behind a pillar, to test an aspiring Kai. Today was an exception for the four because they would normally be in the refectory at such an hour, breaking their fast with the other students. Wild Weasel giggled, nervously enjoying his newfound freedom, and was quickly sobered by Sabre Fox's icy stare.

"The Steps," said Black Hawk, uneasily.

"Aye," replied Firefly.

They had come to the end of the passage and were now faced by a daunting staircase, eight hundred and thirty steps in length, which ascended to the Masters' and Grand Masters' chambers atop the Tower of the Sun. All were nervous now; rarely did the Grand Masters call for a lowly Lord, so a summons from Supreme Master Lone Wolf himself was something quite exceptional.

"Shall we?" said Sabre Fox, gesturing with a hand, slightly trembling. The others smiled, their fears shared and shattered, and then together they began the climb. As they climbed, each envisaged the scene that awaited them. Firefly was being sliced in half for the crime of levitating a quill during lecture the previous morning; Black Hawk's fantasy was even far worse that this...

What seemed like hours passed and, at last, they reached the summit of the tower stairs. It was an important rule that no Kai should come this far without permission and, when they stood before the great door to the Grand Master's chambers, there was a simultaneous outpouring of doubts and excuses.

“Are you sure he wants us?” “Is this he right time?” “Have we been tricked?”

A deep, firm voice spoke from beyond the door—

“Come in, lads. Don't be afraid. I've been expecting you.”

Silence . . . stunned silence. Sabre Fox gulped. Firefly stuttered nervously, “Ooooh . . . er!” Wild Weasel's eyes rolled in their sockets. Black Hawk shook. Moments passed, and then Sabre Fox reached out with a quivering hand and turned the door's great iron handle. The room beyond was in sharp contrast to what they had been expecting. No implements of torture, no half-flayed bodies of acolytes who had failed to achieve, no bleached bones (correction—there was a skull perched on the corner of a tabletop). Instead, the chamber was awash with colours which reflected brilliantly the early morning sun. The four scanned the room in wonder, clearly amazed by what they saw. Wild Weasel was the first to regain his composure and quickly he whispered to his friends that they were being watched.

“Come, sit down. Break your fast with me,” said Lone Wolf. They stared in awe of their Supreme Master, clad in his golden robes. A truly magnificent warrior, they thought.

“Come now, lads,” said Lone Wolf, a little firmer of tone. “Eat with me whilst I tell you why I have called you here.” He strode across the chamber to a refectory table with the four shuffling Lords following nervously in his wake. Humbly they seated themselves at the table and began to eat the food which was there awaiting them. For a few minutes they ate in silence, then Wild Weasel belched noisily and Lone Wolf laughed out loud. Suddenly their fears melted; their leader was human after all.

“Good,” proclaimed Lone Wolf, as the meal finished. “Now accompany me to my chambers and I'll acquaint you with the purpose of this meeting.”

Together they rose and followed Lone Wolf through a series of interconnecting rooms until they came to a library-like room where Lone Wolf seated himself upon one of several richly-carved wooden chairs, then beckoned the others to do likewise. They obeyed and then they focused all their attention on Lone Wolf. At first he seemed to be unaware of their presence, he simply stared into space, his wise eyes focusing on some distant point beyond the room. Patiently they waited. Then Lone Wolf came out of his trance and looked at each of them, one by one. Long moments passed.

“You are Black Hawk, I believe?“ he said, glancing at Sabre Fox.

“No sire, I'm Sabre Fox. This is Black Hawk, this is Wild Weasel, and this is Firefly. You may recall me from last year, my lord, when accidentally I nearly planted an axe in Grey Swift's chest during Greel. I saw you watching at your window, sire.”

“Ah, yes. Yes. I recall you now,” replied Lone Wolf, and he smiled. “Now to the business of why you're all here. Adwar, Jarek, Dolby, and Iylpos. Do these names mean anything to any of you?”

“Aye, my lord,” replied Firefox. “They're outlaws of Dessi, are they not?”

“Yes, lad. You're correct,” retorted Lone Wolf. Then he turned his head and said, “You, Black Hawk, tell me what you know about these criminals.”

Black Hawk tensed, thought for a while, and then blurted out all he could recall.

“They are evil outlaws from Dessi who are to be transported back to Elzian, from Holmgard, sometime . . . er, sometime soon.” Black Hawk relaxed, he even felt a little bit pleased with himself. Lone Wolf looked at him, half-smiled, and then turned to Sabre Fox.

“And you, what do you know of these men?”

“Um . . . er . . . well, sire, I don’t really know much more than what my friends have said,” he answered, apologetically.

“Well, then, if this is the case, I’m afraid that you know very little about them at all.”

The young Kai lowered their eyes, fearful that they had in some way disappointed their leader.

“These men are murderous criminals, perhaps some of Magnamund’s worst if we to exclude, for the moment, the Darklords of Helgedad. Perhaps it’s just as well you don’t know too much about them, given your age, for the tales of their crimes is enough to harden the hearts of any man. They are cruel men, capable of cruel acts. Murder and torture are like eating and drinking to these men. In Elzian, they sought to gain control and, by subversion, they attempted to sour the peace with neighbouring Kakush. Fortunately, the Dessian judiciary discovered the plot and thwarted it in time, yet still the four escaped being brought to justice. They fled to central Magnamund where they continued their subversions, sowing chaos in the courts of other Free states. But they became careless, and it was this carelessness that betrayed them here in Holmgard. Now they languish in the dungeons of King Ulnar’s citadel.”

Lone Wolf stood up and began pacing the floor like a caged tiger. The four watched him intently, hungry to hear what it was he had in store for them.

“As you know,” he continued, “many of your masters are away from the monastery at present. I, myself, have to prepare for a mission that soon will take me far away from here, before the next full moon in fact. This situation poses a problem for our King. The four prisoners must be escorted back to Dessi in three days time, and, in Ulnar’s good faith, I have decided to entrust you with this task. I’m aware of your inexperience and your modest achievements, but you all possess Disciplines that are capable of further development, and I trust you’ll hone them to the full during the course of your mission.”

The four young warriors looked at each other with wide eyes, dumbstruck by what they had just heard.

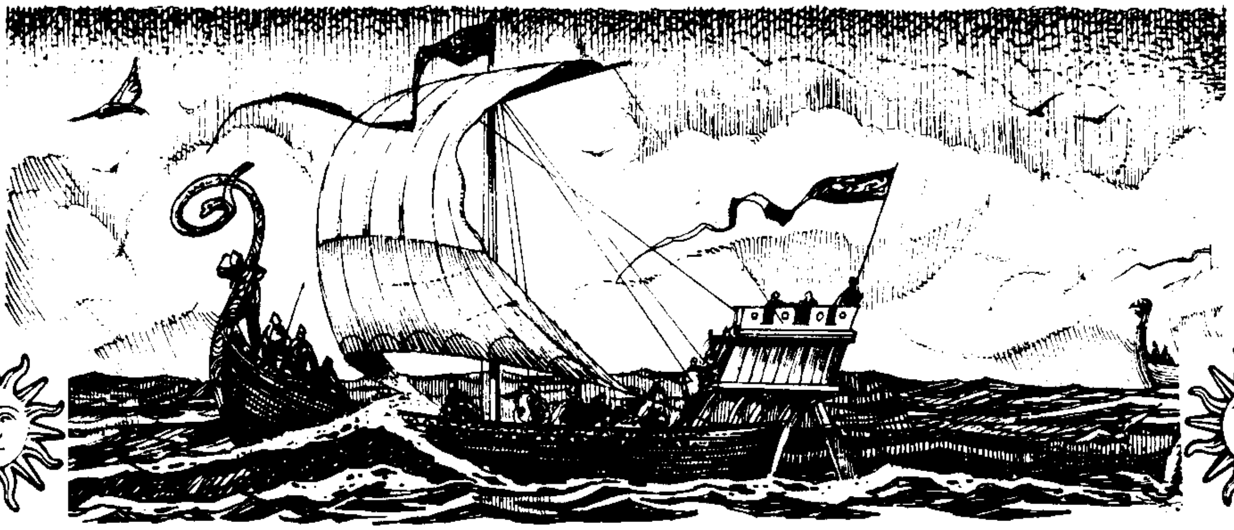
“Well, lads. Do you accept this mission?” asked Lone Wolf.

As one, the four young Kai nodded their heads.

“Good. Very good. I knew my instincts were correct. Now then, you’d all best prepare yourselves for you depart in three days time. Return now to your peers but say nothing to them about this matter. You are all sworn to secrecy, do you understand?”

“Yes, my lord,” they replied, solemnly.

Silently they left Lone Wolf’s chamber and descended the great staircase, hardly saying a word as they returned to their dormitory. They were simply stunned. In three days time they would be on their way to Dessi, on a mission that could quite easily turn out to be their first and their last. They were scared but they were also very, very excited. At last they could truly call themselves Kai Lords. At last they had come of age.



The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: STEPHEN STRELLET
Age: 16
Address: England
Hobbies: Most RPGs, Lone Wolf & solo gamebooks, US football, martial arts.
Would like an American pen-pal, preferably female, of similar age & interests.

Name: BEN MILAD
Age: 14
Address: England
Hobbies: Role-playing, reading fantasy fiction.
Would like a pen-pal, male or female, someone interested in starting a Lone Wolf role-playing club.

Name: KENNETH MACLEOD
Age: 16
Address: Scotland
Hobbies: Lone Wolf, all RPGs, computing, aircraft, reading fantasy & sci-fi, wargaming, painting miniatures.
Would like a pen-pal, male or female, aged 14–18, preferably living in the UK, with similar interests.

Name: JOHN McLUCKIE
Age: 15
Address: Scotland
Hobbies: Lone Wolf, pop & heavy metal music, all sports (except cricket).
Would like a pen-pal, male or female, aged 12–15, any nationality, preferably with similar interests.

Name: NG PIT SONG
Age: 12
Address: Malaysia
Hobbies: Computer games, gamebooks (especially Lone Wolf).
Would like a pen-pal, any nationality / age, preferably with similar interests.

Name: RICHARD KIDDLE
Age: 11
Address: England
Hobbies: Reading adventure books, computers, tennis, writing stories.
Would like a pen-pal aged 10–12, with the same or similar interests.

Name: LEE POLLOCK
Age: 10
Address: England
Hobbies: Story writing, reading gamebooks.
Would like a pen-pal, male, aged 10–11, with the same or similar interests, living in the UK or USA.

Name: MARK BEECHILL Age: 13
Address: England
Hobbies: Lone Wolf, RPGs, sci-fi, comics, writing sci-fi stories, reading, TV, dance & soul music.
Would like 11–13 year old pen-pal, boy or girl, any nationality, any age, similar interests.

Name: NEIL BURKIN
Age: 15
Address: Co. Durham
Hobbies: Lone Wolf, painting miniatures, swimming, TV.
Would like a pen-pal, boy or girl, any nationality, any age, similar interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 20 Vauxhall Bridge Road, London, SW1V 2SA

CONGRATULATIONS MORGAN!

Everyone at the Lone Wolf Club was delighted to hear that LWC member, Morgan Troll, was named as a winner in the Raintree Publishers' 1990 "Publish-a-Book" contest. The contest was open to 8–10 year old school pupils throughout the USA, and over 13,000 entries were submitted. In a letter to the Club, Morgan said that he's been reading Lone Wolf gamebooks for a year now and is an avid fan. He also said: "They were the inspiration for my story. I wrote to Joe Dever and he sent me a letter back answering my questions about how to write books. That was the encouragement I needed to enter the competition. I'm sure glad I did!"

Here's a selection of newspaper clippings which detail Morgan's achievement. We hope it will make inspiring reading for other Lone Wolf Club members who may be thinking of writing an adventure story of their own:

Boy's troll tale to be published

By Frank Sojak
The Tribune-Democrat

SOMERSET—Morgan Troll, a Grade 4 pupil at Maple Ridge Elementary School here, wrote a story in January that has made him famous.

Last Friday was declared "Morgan Troll Day" by the mayor of Somerset, and Morgan's school honored him that day with an awards assembly and reception.

The 9-year-old boy, who is the son of David and Linda Troll of Somerset R. D. 3, wrote a story about a troll that has won one of four grand prizes in the 1990 Publish-A-Book Contest, sponsored by Raintree Publishers, a children's book publisher In Milwaukee, Wis. Approximately 13,000 pupils in Grades 4 through 6 entered the nationwide contest.

The contest was started in 1984 to encourage creative writing at the elementary level. Morgan's hardbound book will be published in September and will include his photo and background information on him.

"I think it's great," Morgan said from his home last week. "I didn't think I would win."

Morgan's mother, who is a librarian in the North Star School District, said she was very surprised when the publisher called her at home at the end of March to tell her that her son's story was selected.

"I'm still in shock," she said.

At first she thought the publisher was trying to sell her some books for the district's libraries. She said she is going to purchase a number of copies of her son's book for North Star's libraries because the pupils there said they want to read it.

Morgan Troll

"He has a great imagination and he has the ability to express it," said Sally Troll, Morgan's grandmother.

Morgan will receive $500 for the publishing rights and a 5 percent royalty after 5,000 books are sold.

"Not bad for a 9-year-old," said Janet Lee Hay, Morgan's teacher.

Hay described Morgan as very sensible and typical of the other 17 pupils in her gifted-student class,

She said all the pupils in the school are excited over his success and they honored him by showcasing his achievement in a school hallway.

Morgan said the teacher gave him one week to do the story and he spent the first three days thinking of an idea. He said the contest rules were to write between 700 and 800 words, He said his story was just more than 700.

The title is "Warty Morganson," based on his own name. When asked why he named the troll after himself, Morgan said he wanted to be "creative."

He said the story is about a human-sized troll who lived just after the Middle Ages. He said Warty was bad at first and broke into homes and stole items.

Then one day, somebody broke into Warty's home and stole his things, Morgan said. An unhappy Warty then started hunting for his possessions, he added.

Warty was walking past a garden surrounded by a wall when he noticed his gold-colored ball bouncing up and down in the garden, he said. Warty climbed a nearby tree and saw a little girl playing with the ball.

Warty then looked at another area of the garden and saw a mother teaching children how to read, Morgan said, The books she was using were Warty's, he said. In another area of the garden, he saw another child playing his drums.

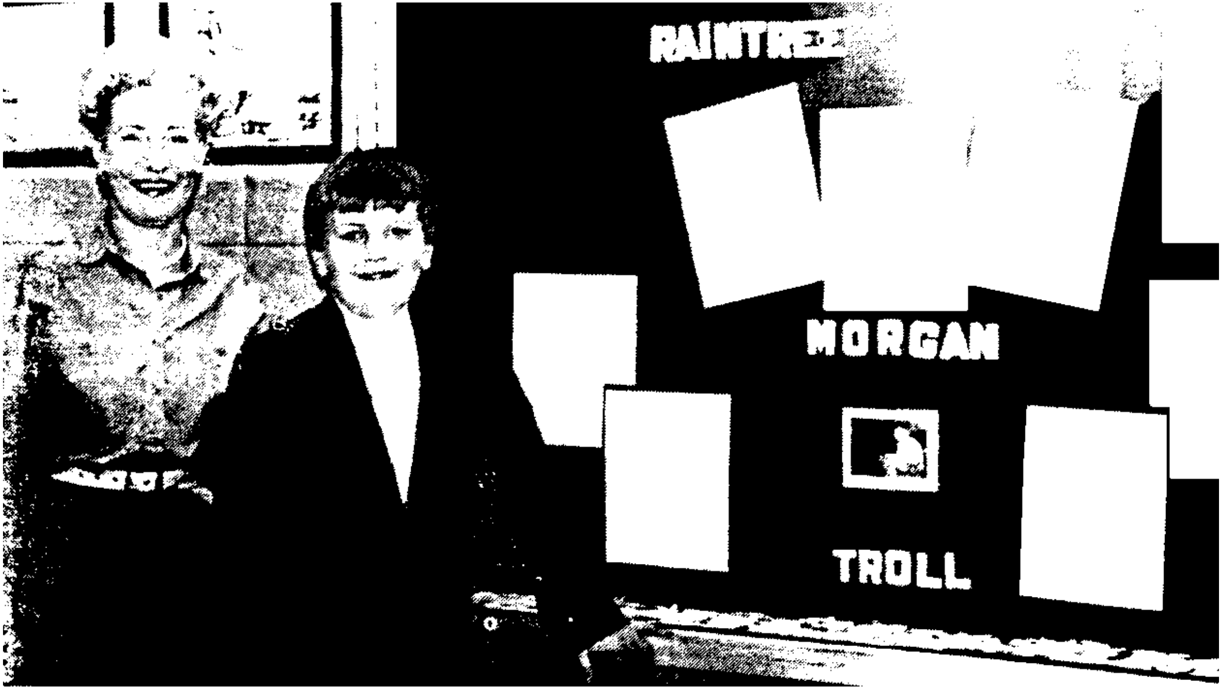
Morgan said Warty climbed over the garden's wall and startled the little girl, causing her to drop the ball. The girl ran to her mother and Warty picked up the ball and threw it to the children so they would not think he was mean, Morgan said. Warty started to make friends with the children and they taught Warty how to read and play the drums.

Morgan said that in the end, Warty learns that the sounds of joy and laughter are some of the best sounds in the world.

Morgan said the gist of the story is not to simply have things, but to enjoy them.

The author said he enjoys reading adventure books, collecting coins and rocks, swimming and playing soccer and basketball.

It's Morgan Troll Day in Somerset!



Young author

Morgan Troll, shown with Janet Lee Hay, his SAGE instructor at Maple Ridge Elementary School, looks over his display case at the school. Young Troll will be honored this afternoon for his achievement in being named a grand prize winner in Raintree Publications search for young authors. (Staff photo by Bobbie Black)

A Maple Ridge student, Morgan Troll, will take his bows and receive applause today as he is honored for being named one of the four grand prize winners in the Raintree Publishers' 1990 Publish-A-Book Contest.

Other winning entries were written by Alisandra Jezek of Illinois, Casey A. Turcotte McGuire of Hawaii, and Lily Troia of Wisconsin.

Morgan will be honored with a special assembly this afternoon at Maple Ridge Elementary School. Somerset Mayor Terry Dwyer has declared today "Morgan Troll Day" and will be on hand for the festivities.

Julia Mayo, vice president of Raintree Publishing, will also be present.

These four winning manuscripts will be published children's books this September. The Publish-A-Book Contest is sponsored by Raintree Publishers, a children's book publisher in Milwaukee, Wis. The contest is for students in the fourth through sixth grades. In addition to the four grand prizes winners, twenty honorable mentions were also chosen.

Begun in 1984, the Publish-A-Book Contest's goal is to encourage creative writing at the elementary level. Originally, only one story was chosen to be published each year. The contest has grown so rapidly, however, that now multiple books are published each year.

The theme for 1990's contest was "Fairytales, Talltales, and Folktales," and entrants were asked to write a 700–800-word story. With such an imagination-engaging theme, judging was a difficult process. The diversity of the four Grand Prize stories attests to the wide range of stories submitted. The four winning stories will be added to the company's Publish-A-Book series. In addition to being published, each of the four grand prize winners receives a $500 cash prize plus royalties.

The fairytale **The Ball, the Book, and the Drum** by fourth-grader Morgan Troll of Somerset, Pennsylvania, tells the story of an ill-mannered troll who learns that the best things in life are meant to be shared and enjoyed by all. Morgan chose to write about a troll because of his last name.

Have you written an adventure story that you think is worthy of publication? If so, why not submit it to the Club. We're currently looking for exciting fantasy adventures to print in future newsletters. If you have material (preferably set in Magnamund) you'd like to submit, send it to the LW Club address, enclosing a large SAE if you'd like it returned after consideration. The three best stories, received by 31st December 1990, will win signed copies of 'The Plague Lords of Ruel'—the first of the Lone Wolf Grand Master gamebooks.

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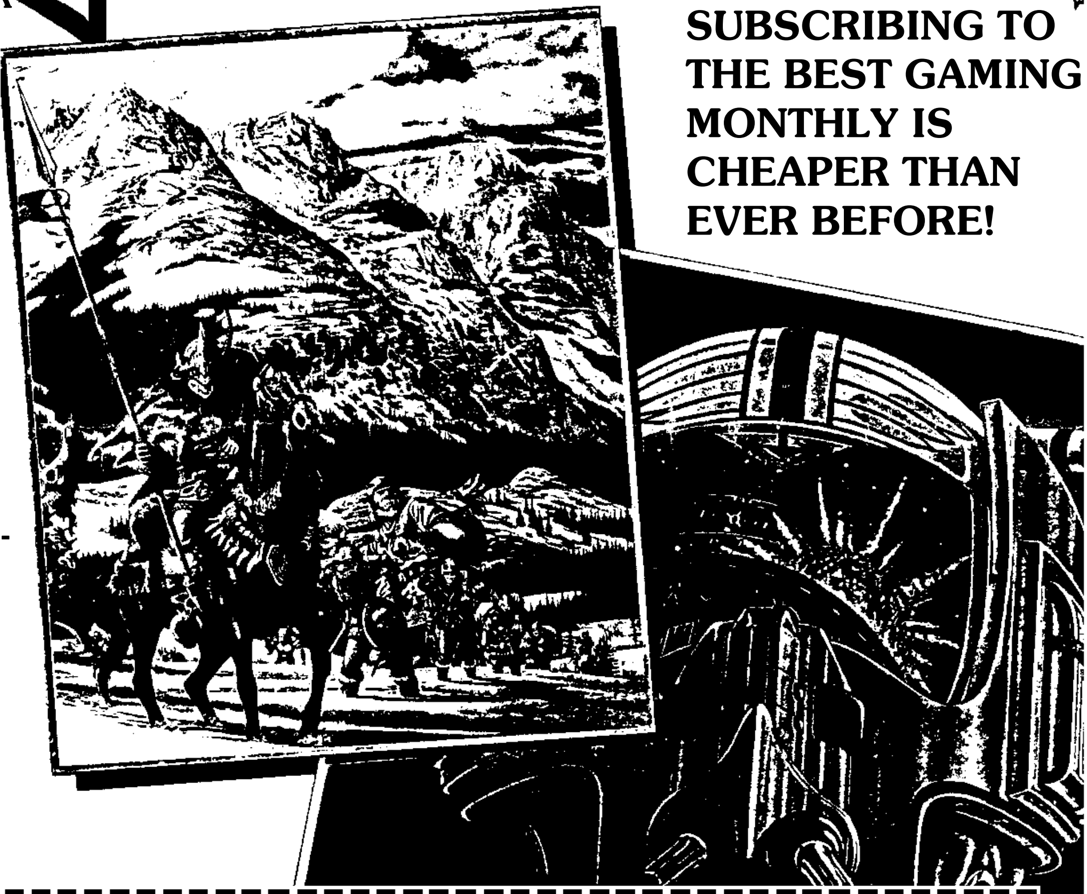

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LONE WOLF CLUB COMPETITION RESULTS

BANEDON'S QUEST
A LONE WOLF TREASURE HUNT COMPETITION

My quest for the Nadazgada took me first to the City of Merchants where I met with my old friend Chalda. He was to be my guide on the first stages of my journey. We rode to Bais where we met with my friend's contact, a ranger recently returned from the Falls of Lamenta. He had heard tell that Gnaag's blade was being transported to a Darkland stronghold whose name meant 'Fortress Blackwood' For three days we journeyed north, covering 50 miles each day, before we stopped to rest at a border town. It was here we heard rumour that robber barons were fighting for control of territory to the east, and so we resolved to change our route to avoid falling foul of them. During our brief rest we had been befriended by a journeyman called Akon, whose name was an anagram of the place where he lived. Generously he offered us lodging at his home whilst we formulated our next course of action, and we were pleased to accept.

It was now that the quest took a turn for the worse. Word of my purpose had reached the ears of agents loyal to Warlord Magnaarn, who immediately dispatched a troop of Zagganozod with orders to find and assassinate us forthwith. A midnight attack claimed the life of my companion and our host. I escaped with my life, but only just. Aided by Nadziranim magic, Magnaarn's horsemen pursued me for a week on a compass bearing of 300° before finally I lost them in the mountains. By chance, an encounter here with a Giak patrol was to help me fulfil my mission. I captured a scout who, under hypnosis, revealed to me that Gnaag's sword had been transported to another destination, one that was little more than four day's ride away. I acted on this information and, sure enough, I found what I had set out to discover.

The Banedon Treasure Hunt Competition seems to have proved to be a little more challenging than the Captain Khadro Treasure Hunt featured in Newsletter 15. Of the 271 entries received by the close, only 112 had the correct answer. The first correct entry, picked at random from all those received, came from:

GWYN RHODES of Gwent

The runners-up were:

LESLEY DORLING, Oxford
PAUL CARLTON, Blackpool
JAKE PATTERSON, Hartford (USA)

Congratulations to Gwyn who won a Haline Sprite 110 Camera outfit, and to Lesley, Paul, and Jake who each won signed copies of 'Hunting Wolf'.

THE ANSWER
CRAGMANTLE

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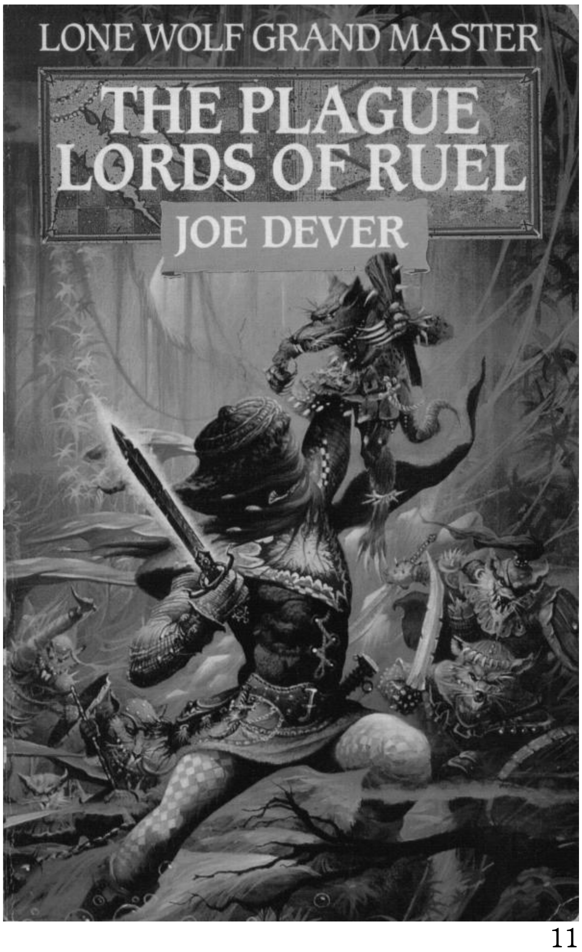
'The Plague Lords of Ruel'—Pub. date Oct. 4 1990. 336 pgs.
UK Price **£3.99**; US price **$7.75**. UK / BFPO Club members postage FREE OF CHARGE when ordering on this form. Overseas members please add £1 ($2) for airmail 1 book, £1.50 ($3) for airmail 2 books. Additional books add 0.50p or $1 per book. No profit is made on postage charges. UK / BFPO residents please make your cheque payable to: THE LONE WOLF CLUB. US residents please make personal US$ cheques payable to: **Joe Dever / Bell Savings Bank PaSA**. All payments must be in £ sterling or US dollars. Every effort will be made to dispatch books prior to the UK publication date. PLACE ORDERS EARLY TO AVOID DISAPPOINTMENT!



KAI GRAND MASTER MASTER QUIZ

This issue's competition consists of a 20-question mega-quiz designed to test your Kai knowledge prior to the release of the Grand Master series. The answers to the questions can be found in Lone Wolf Books 1–12, Legends of Lone Wolf 1 & 2, plus the Magnamund Companion.

All you have to do is answer the questions correctly (neatly on a separate sheet of paper), then send it, together with your name, address, Kai rank and age, to the club at the address shown below.

All entries must be submitted no later than 31st January 1991. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 28th February 1991.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a BETA-COM LCD STOP WATCH—a 1/100th sec stop-watch with lap facility, hours, minutes, seconds, month, day & date. The next 3 correct entries will win signed copies of Lone Wolf 13—The Plague Lords of Ruel.

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1. Where did Lone Wolf and Banedon first meet?
2. Who is the commander of King Alin's personal bodyguard?
3. In Kalte, what is the name of the pass between the Hrod Range and the Viad Mountains?
4. What was the name of the devices which enabled the Darklords of Helgedad to survive beyond the borders of The Darklands?
5. Where is the Mordril Forest?
6. How many Lencian spearmen took part in the Battle of Cetza?
7. Which Sommlending criminal was called – "The Poisoner of Tyso"?
8. What is the 'Cauldron of Tahou'?
9. Name the Elder of the Brotherhood who Vonotar killed before he fled to The Darklands.
10. What is the capital of Bor?
11. Name Vonotar's Giak companion.
12. What was Darklord Gnaag's sword called?
13. Who is the ruler of Eldenora?
14. These winged, brain-like creatures can be summoned at will by all Darklords. What are they?
15. What does the Giak word 'Nozod' mean?
16. In Sommerlund, what is celebrated on the first day of spring?
17. To which isle did the Shianti exile themselves?
18. In MS 5050, who was Baron of Anskaven?
19. Where is Mount Vost?
20. Giaks cannot see in the dark. True or false?

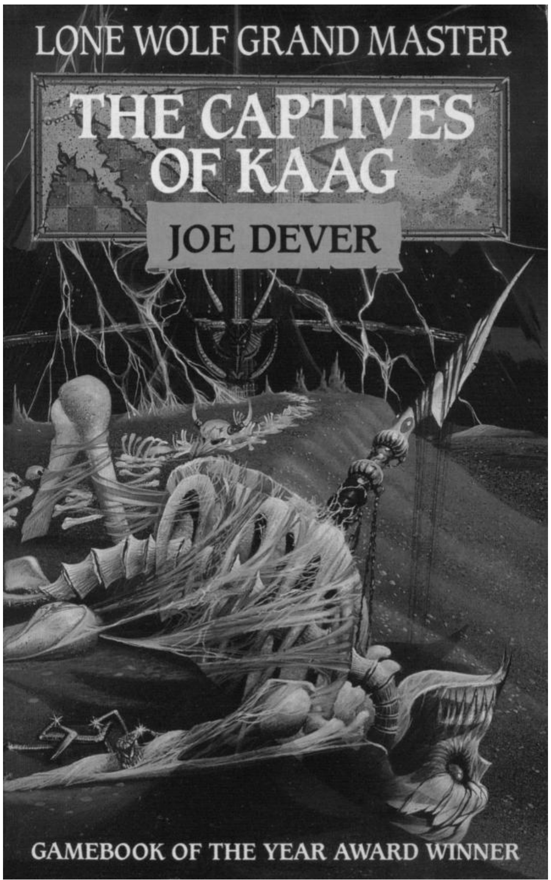
Send your answer sheet (with your name, address, age & Kai rank details) to: THE LONE WOLF CLUB (Q17), 39 Corfe Way, Broadstone, Dorset, BH11 9ND, England.

LONE WOLF CLUB

NEWSLETTER No. 18

Following closely on the heels of the hugely successful “The Plague Lords of Ruel” comes the second Grand Master adventure:

THE CAPTIVES OF KAAG


LONE WOLF GRAND MASTER
THE CAPTIVES OF KAAG
JOE DEVER
GAMEBOOK OF THE YEAR AWARD WINNER

It is published on Feb. 14th 1991. See page 13 of this extended newsletter for a special pre-order form which will enable you to reserve your signed copy of this exciting gamebook.

Also featured in this issue:

THE LEAN COW—a short story by Joe Dever, set in the world of King Arthur and the Knights of the Round Table.

Part 2 of the ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK & WILD WEASEL by Michael Hole

Plus

KAI KONNECTION,

NEWS FROM THE MONASTERY,

& CLUB COMPETITION

THE ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK & WILD WEASEL

by Kai Grand Master Michael Hole

PART TWO: Preparations

Early morning . . .

The Kai monastery melded with the dark landscape. Early morning. The air was still and scented by the dewy grass. Early morning. A solitary candlelight ignited into being.

The four boys looked at each other in silence. Their time had come and there was no turning back now.

“Sssshhhhh!” hissed Sabre Fox. “Remember, there are people next door. No noise!”

“Come on, let’s go,” whispered Black Hawk. “Lone Wolf’s waiting.”

The boys quietly shuffled to the corner of the room and gathered up their belongings which they had neatly prepared the morning before. Then they walked to the door and stepped into the darkness beyond . . .

The candle struggled to illuminate the vast corridor. It did not succeed particularly well, as Black Hawk soon found out.

“Aggh!” He had walked face-first into a pillar. The others stood there, transfixed, trying not to breathe in case they too were heard. Then came that unearthly, deathly silence which so shook their pounding hearts. Nothing. No noise at all. Sabre Fox could hold his breathe no longer. He felt as if he had been holding his breath for almost a year. He exhaled noisily and his companions groaned their disappointment. Black Hawk and Sabre Fox fumbled their apologies and the group set off once more towards the Tower of the Sun.

Two hundred yards and eight hundred and thirty steps later they reached the top of the great tower. The darkness which greeted them was total. Doubt and fear began to take its toll.

“Where is Lone Wolf? He said he’d meet us here.”

“Has he begun his quest already?”

“Is our mission over?”

Hundreds of nagging questions filled their minds. Then, quite suddenly, a strong light flooded the landing and their master was there, standing before them at the doorway to his chamber.

“Goodness. How long have you been there? Come in, and forgive me. I was sleeping.”

The four young warriors eagerly obeyed their master’s command. All were slightly taken aback when they noticed that Lone Wolf was bedecked in battle gear finely crafted from Gourgaz hide.

“Are you going somewhere, my Lord?” asked Wild Weasel, inquisitively.

“Now listen with care,” replied Lone Wolf, “for I must inform you of a slight change to our plans. I’ll be accompanying you as far as Ragadorn.”

The four boys smiled simultaneously, honoured by the thought of riding alongside their Grand Master.

"It is three hours past midnight. I take it you have all prepared your equipment, but do so again once more before we leave for the stables."

The four of them did as they were told, then followed their master as he led them quickly to the stables by corridors and passages they never knew existed. Five fine steeds awaited them and, after saddling and mounting them, the party of Kai lordlings spurred them across the monastery courtyard and out through the south gate.

On through the early morning they rode in silence, stopping neither to eat nor rest. Their concern was to reach Holmgard by noon of the following day. Excitement carried the four youngsters through a sleepless night and, when they arrived at the capital late the following morning, the city guards, upon hearing from whence they had come, were astonished by their noticeable lack of fatigue.

"Open the gates!" yelled a burly guardsman. At once the command was obeyed and the heavy portals of Holmgard yielded to receive the honourable party of Kai Lords. It was two hours before noon, two hours before the four Kai lordlings were to meet their criminal charges.

As the Kai Lords were riding along the city streets, Firefly couldn't get over the fact that Holmgard was so busy. There were people everywhere. Heated arguments, strange sights, strange smells, magicians, bards, minstrels, knights of the realm, guildsmen, vagabonds, beggars. It was as if this never-ending stream of humanity was a play that had been put on especially for them. Lone Wolf led his young protégés through a maze of alleys where a few impressed residents looked up at them admiringly. Guided by their master's infallible sense of direction, they were soon at the entrance to a deserted courtyard. Only the sound of their horses' hooves clattering across the cobblestones broke the silence.

"Dismount!" commanded Lone Wolf, in a soldierly voice. In one swift and fluid movement, the Grand Master took hold of his pack and slid from his horse's back. Then he tethered the reins to a post and watched as the others, less adeptly, followed his lead. Then he led them to the doors of the largest building where he hammered upon it five times with his clenched fist. A pause, then the door creaked open and the four of them gasped with surprise when they saw who it was who now stood before them: Banedon, former Guildmaster of the Brotherhood of the Crystal Star.

"Welcome, Lone Wolf," he said, greeting his old friend with a warm handshake. "Come in, I've been expecting you."

Banedon smiled at the four boys and ushered them into the building with unexpected haste. They were escorted down a long corridor and not once did Banedon stop talking to Lone Wolf. The Grand Master's face was sombre and although they could not make out Banedon's words, it was obvious to them that his news was not wholly good. Soon they reached a main hall and, as they entered, they were shocked to discover a large assembly of Sommlending officials awaiting them, which included King Ulnar himself. Sabre Fox, especially, felt very embarrassed when he strode into the hall for he was the first of the four boys and he felt as if all eyes were upon him . . . which they were. Banedon made the formal introductions, after which Lord Rimoah, speaker for the High Council of Elzian, began to speak about the mission to Elzian. He concluded the briefing by stating the route which the Kai Lords would take. Lone Wolf was to accompany the four younger Kai to Ragadorn in a specially-prepared transporter. Six horses would draw it and inside there was room enough for eight persons: the four criminals (Iylpos, Adwar, Jarek, and Dolby) and the four Kai. The first part of the journey would, of course, begin at Holmgard and end at Ragadorn, and would be made along the Wildlands' coastal highway. At Ragadorn the coach would be abandoned and a new form of transport used instead. Lone

Wolf would have to leave the party here in order to pursue his own, secret mission, and a river boat would be used to transport the prisoners up the Dorn as far as V'ka. From V'ka they are to travel to Casiorn where they are to make contact with a loyal Sommlending agent called Lorin Dolby (who, by the way, is absolutely no relation to Sebb Dolby, one of the criminals). Lorin will guide them to the River Churdas where they will obtain a boat and travel downstream for one hundred miles. At this stage they'll leave the river and ride due east to Tahou. At Tahou, the Kai are to replenish their provisions and make a rendezvous with their next, and most exciting, means of transport—Banedon's *Skyrider*. The flying ship will carry them swiftly via Nikesa to Elzian, where the prisoners are to be handed over to the Magi Regnanti—thus completing the mission. The Kai will be guests of the Elder Magi for a week before returning to their homeland no later than three moons from now.

The plan having been discussed at some length, the attention of the assembly finally turns to the boys themselves.

Now, my young lords,' said Rimoah, staring them in the eye, Do you have any questions to ask of us?

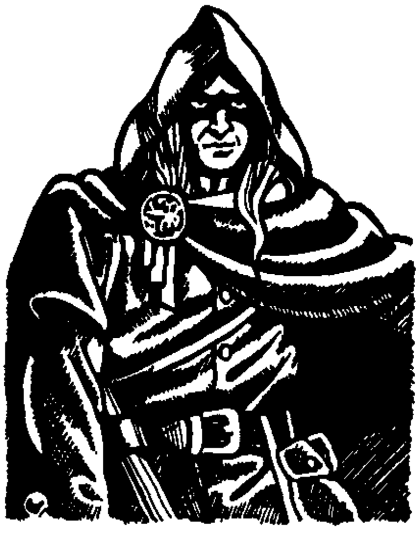
A short silence followed as the four boys shifted nervously.

“Are we in danger of attack?” asked Sabre Fox. “I mean, when our Grand Master leaves us at Ragadorn, will we be in danger of an ambush?” The four listened intently for an answer to the question that had been foremost in all their minds. Rimoah didn't reply. In fact, he looked uncomfortable. The silence was broken by Lone Wolf. He stepped forward and, with confidence, said:

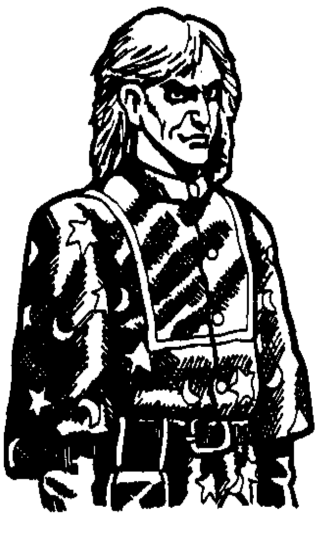
“Have faith in yourselves, my lords! You are Kai warriors. You will surely prevail against any dangers that may confront you during your noble mission. Look to your faith in Kai himself for he will fortify you in times of trial.”

The four young lords bowed their heads in acknowledgment of their master's answer. His words filled them with a renewed sense of pride but they did not remove the fear that was gnawing relentlessly at their insides. They had feared that the mission was going to be dangerous; now they all knew for sure.

Next issue: The Departure



LONEWOLF



BANEDON

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: BERNI F JEFFREY
Age: 13
Address: England
Hobbies: RPGs (AFF, AD&D, RQ), gamebooks, comic-books (Marvel & DC), judo basketball.
Would like a male / female pen-pal, English-speaking, preferably with similar interests.

Name: RICHARD WARREN
Age: 15
Address: England
Hobbies: Lone Wolf, reading, collecting books, wildlife, most sports.
Would like a pen-pal, male / female, aged 14–16, UK resident, similar interests.

Name: SCOTT SMITH
Age: 15
Address: USA
Hobbies: Lone Wolf, Grey Star, Freeway Warrior, computer adventure games.
Would like a pen-pal, male or female with similar interests.

Name: MALCOLM FINLAYSON
Age: 11
Address: England
Hobbies: Lone Wolf, computer games (Spec 128), pop music, Legends of Lone Wolf.
Would like a pen-pal, boy or girl, any age, any nationality, preferably a computer owner.

Name: STEPHEN STRELLET
Age: 16
Address: England
Hobbies: Most RPGs, Lone Wolf & solo gamebooks, US football, martial arts.
Would like an American pen-pal, preferably female, similar age and interests.

Name: TRACY PATTON
Age: 20
Address: USA
Hobbies: Lone Wolf (of course), fantasy & sci-fi books, drawing, D&D.
Would like a pen-pal, boy or girl, any age, any nationality, preferably similar interests.

Name: MICHAEL HOLE
Age: 17
Address: Wales
Hobbies: Lone Wolf, FF, myths of old UK, videos, astronomy, painting miniatures, music (Ultravox, OMD).
Would like a pen-pal aged 16–20, preferably with similar interests (he knows nothing about computers!)

Name: ERICA CARVER
Age: 13
Address: England
Hobbies: RPGs, Lone Wolf, FF, sport, sci-fi, soul music.
Would like a pen-pal, male or female, aged 12–15, any nationality, similar interests.

Name: IAN FISH
Age: 12
Address: England
Hobbies: Adventure books, RPGs, painting miniatures, SEGA, watching TV.
Would like a pen-pal, any nationality, male or female, similar age & interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 39 Corfe Way, Broadstone, Dorset, BH18 9ND

THE LEAN COW

Joe Dever

The Lone Wolf Club is proud to present this previously unpublished short story by Joe Dever. It is set in England in the time of King Arthur and the Knights of the Round Table and was inspired by a verse which appears in the English literary medieval classic "Canterbury Tales" by Geoffrey Chaucer. It tells the story of an unusual quest, reluctantly undertaken by Sir Mordred of Orkney, the notorious 'black sheep' of King Arthur's court.

O noble wyves, ful of heigh prudence
    Let noon humilitie your tongues nayle:
Ne at no clerk have cause or diligence
    To write of you a story of such mervayle
As of Griseldes, pacient and kynde,
    Lest Chichevache you swolwe in hir entraile.

"Tell us, Sir Mordred, how are things in Orkney? Do they still burn men in wicker there?"

Lancelot was spoiling for a fight. Like many of the outwardly virtuous, he became a particularly nasty drunk once wine had loosened the restraints placed by his sober self on half his nature. And he was beginning to fester from too many long weeks at Caerleon mooning after the Queen. He'd never liked me so I was a natural target once he decided to let off some steam He'd probably be quite contrite about it in the morning and would spend long hours warming the chapel flagstones with his knees.

I sipped my ale and tried to ignore him, but he was never one to be content to leave well enough alone. "I was speaking to you, Sir Pict. Can you no understand a civilized tongue?"

My small size and dark complexion have always made 'Pict' a natural insult, but that didn't mean that I'd gotten used to it. For once in my life, I actually felt mad enough to fight. That should tell you how drunk I was. Normally, I have more sense than to antagonize the deadliest man in Britain.

"Yes," I replied, "and I also understand your croaking when I hear it, Sir Frog."

I was lucky. In Caerleon it was considered gauche to wear steel at the table. As Lancelot rose from his chair, his right hand groped for the hilt of his sword and he seemed befuddled not to find it at his side, so I took the initiative by kicking him soundly between the legs. As he doubled over, I brought my knee up in his face and broke my tankard on the back of his head, These chivalrous twits are really quite lost without their swords and lances, for they have no concept of common brawling,

Arthur stormed up out of his chair. "Hold!" he shouted, "Mordred, what have you done?"

"Broken a perfectly good tankard, Your Highness."

"Don't mock me, boy. How is Lancelot?" This last was directed at my half brother. "Stunned, but living," said Gawain, from the floor where he was examining the fallen Frenchman. Bad luck there; I'd be safer if I'd killed him.

"Mordred, you've broken the laws of hospitality," snapped the King. "Do you forget where you are?"

"I am sorry, my liege, but the lout insulted my heritage."

"Then you should have demanded satisfaction of him."

I shrugged. "I took my satisfaction in what seemed to be the most expedient manner."

Arthur shook his head and made a great show of dramatizing his sorely tried patience.

"Mordred, we are not in pagan Orkney. Here we settle our affairs with Christian honour."

"You mean Christian steel in the guts, father."

The last word was a mistake. The King rose, his craggy face as red as his hair.

"You misname me, nephew," he said, in a dangerous whisper. "Perhaps your ale-clouded eyes are seeing King Lot's visage in place of my own."

Even in private it was risky to broach the subject of my paternity and to do so in front of the entire court could be worth my life, Time to toady.

"Indeed, my liege," I said as I dropped to my knees, "this Cornish ale is far stronger than what I'm used to in Orkney and my wits are so befuddled that for a moment I thought myself back on that cold island. I can only beg forgiveness for having so dishonoured your royal table."

The rage died on his face. "Strong drink makes beasts of the best of men. If you dishonourably struck down my best knight, perhaps you had some cause for your anger. When Lancelot regains consciousness, it will do him good to realize that he is no nearer the angels than any other man." So that was it. He was not unhappy to see the vainglorious clot taken down a peg. Perhaps he suspected what lay between Lancelot and the Queen. My father was a darker, deeper man than the simple soldier he pretended to be.

"Know this, Mordred," he continued in the tone he reserved for sonorous declamations, "it is my wish that you be exiled from this court until such time as you have erased this stain on your honour."

"And how may I do that, My Lord?" I asked with as much shamed humility as I could manage without puking.

"By performing some notable deed of valour. The world is still a wicked place, for all my efforts. You'll find no dearth of opportunity."

So that was it. A quest. A tedious, difficult, and no doubt dangerous quest. And an unspecified and rather open-ended one at that.

But I had no real choice. If I remained in Caerleon, Lancelot's honour would undoubtedly demand that I met him on the tilting yard. He'd slain enough men that way with nothing more in mind than sport and good clean fun. I had no illusions about what he'd do to me unless I gave him time to cool down. Damn it, I'd been enjoying the easy court life. I mentally swore never to get drunk at Arthur's table again.

My latest squire (the last raving run away after I broke three of his ribs in a fit of temper), a greasy lout whose name I'd never bothered to learn, led the horses across the dung-strewn courtyard to the stable. Cursing the clinging mud, I trudged towards the door of the inn.

At least there was a roaring fire. I sat down on the hearth, removed my rain-soaked cloak, and spread it out to dry on the warm stones. When my squire returned from stabling the horses, I gave him my hauberk and helmet to clean and polish carefully with a small jar of mutton fat from my saddle roll. "Any rust and I'll kick your fat backside up between your shoulder blades," I growled. He scurried away to the stable, where he'd spend the night guarding the horses and baggage.

Letting my own backside absorb the heat from the crackling embers, I hugged my knees to my chest and surveyed the interior of the inn.

Nothing much, just a rushes-strewn flagstone floor, two long tables, a rough-hewn bar, and a ladder leading up through a trapdoor in the ceiling to the innkeeper's quarters. The innkeeper himself, a short square man with thinning red hair, dipped a tankard into one of the ale tons and handed it across the bar to a gawky youth with a surfeit of pimples, who was leaning on a broom and staring at me with wide-set, glassy eyes that made me think of an incredulous codfish.

"Don't just stand there, Toby. Take the gent his ale."

The boy took the tankard and advanced timidly. "Are you a knight?" he asked nervously.

"Aye. I'm a knight. And you're a twit. Now give me that ale before you spill it."

"You'll have to forgive him, Sir," said the innkeeper. "He's never seen your sort before. We don't get much quality trade here."

"I should think not, if all your lackeys are halfwits." (I get morose after a long day's ride.)

The boy handed me the tankard and darted back to his master's side. "Oh he's no halfwit, Sir. He's a good lad and a hard worker. I'll never regret taking him in like I did after I found him sleeping in the ditch outside one morning."

I sipped my ale. It wasn't bad. Not watered at all. "He's a runaway serf, then."

"No Sir, not at all. He used to belong to Mother Gloam, a witch living a few leagues down the road. He was her toad eater. Can't say's I blame him for running away."

Nor could I. One of the numerous idiocies subscribed to by the common rabble is the belief that toads are virulently poisonous (any soldier campaigning in gameless country without sufficient supplies soon learns better. Nauseating, yes; deadly, no.)

Therefore, on Fair days the local witch will come to town with her toad eater: a lackey who, in full view of the gaping crowd, eats a live toad and immediately goes into rather hammy death throes. The witch then gives the boy some quack potion and he recovers and demonstrates his renewed health by turning a few cartwheels. The crowd is appropriately awed and starts lining up to purchase small jars of the miraculous philtre. Even witches with genuine power often fatten their purse this way. It's such an old trick that you'd think the yokels would've caught on years ago, but they never do.

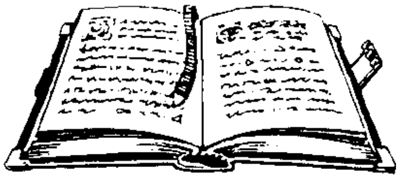
Eventually, the former toad eater was able to recover sufficiently from his awed paralysis to resume sweeping the floor. I sipped my ale and brooded. Two long months on the road, without a single opportunity for a 'notable deed of valour' rearing its ugly head. And the rain had been an incessant nuisance for over a week now. I enjoy getting wet about as much as a cat does (I'd only used the old Roman baths at Caerleon in order not to be thought an uncouth Scot) and I despise the rain with a passion. It's the ultimate expression of God's contempt; the creator urinating on his own handiwork.

Suddenly, the door was thrown open and a tall, stoop-shouldered man in his late middle age strode in, followed by two burly men-at-arms. The fine cut of his tunic indicated that he was a noble of some sort and I wondered what he was doing in a dump like this.

The innkeeper obviously wondered the same thing.

"Why, Sir Anwar," he sputtered, I'm honoured by your . . ."

Sir Anwar cut him off with a wave of his hand and strode towards me. I didn't stand—I'd be damned if I was going to bother with social niceties out here in the sticks. But I nodded to acknowledge his bow.



"Your man in the stables tells me you're from Caerleon."

"Aye, for what it's worth. I'm Sir Mordred of Orkney."

"It's worth quite a lot to me, if you're one of Arthur's knights. Your presence here saves me a long ride."

Well, perhaps my quest had found me.

"Is there something I can do for you, Sir Anwar?"

"Indeed, there is. It's my wife. Chichevache has her."

So that was it. "Count yourself lucky, Sir Anwar."

"*Lucky?* What do you mean?"

"Well, for one thing, you now know you've never been a cuckold. For another, you're now free to marry a younger woman."

Some people have no sense of humour. He glared at me and snapped—"My wife is a younger woman, damn your eyes! And I'd gladly be a cuckold several times over if I could have her back."

I'd heard the stories of Chichevache, of course. The creature was said to prowl the land in search of faithful wives, for they were its only food. Naturally, the monster was perpetually starving. Evidently there was more to the legend than just rumours spread by randy young rakes with a taste for other men's wives.

"I beg your pardon," I said, "but I hardly see what I can do. If the monster has her then she's apt to be gnawed to the bones by now."

He shook his head. "No, the creature took her last night. It stormed into my hall and snatched up Wylamette before a single sword had cleared its scabbard. And it said . . ."

"*Said*?" I interrupted. "It's intelligent?"

"Of course, everyone knows that. As I was saying, it seized her and it said that if I wanted to see her returned safely to my hall, then I must pay a ransom."

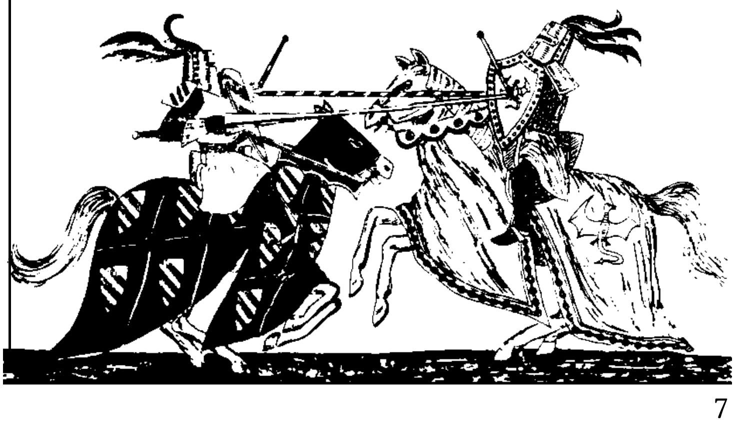
"What good is money to a monster?"

"It didn't ask for money. No, it wants its ransom to come from among the good wives of the manor. Six fat or twelve lean."

So, the creature was not only intelligent, it was downright enterprising. "Is your fief a large one?" I asked.

"Yes, but what does that . . ."

"Then surely you must have six or twelve 'good wives' among you serfs and villeins."



He seemed genuinely shocked. "That's monstrous."

I shrugged. "It's practical. They're just peasants."

"They're my peasants," he sputtered. "I can see that I've come to the wrong man. Good day, Sir Mordred." Shaking his head and muttering, he stalked out of the inn with his men-at-arms at his heels.

Well, stuff him, she was *his* wife and her rescue was his responsibility. That was the trouble with Arthur's Round Table. People no longer felt responsible for their own affairs. They expected the man on the white horse to solve all of their problems.

Of course, if I were to rescue the lady it would certainly be a 'notable deed of valour'. I considered the matter. Monster slaying was anything but the easy task the jongleurs made it seem. I'd learned that much by the way of several encounters with the huge worms that infest the Scottish lochs. And the giant humanoids are far more dangerous than any dragon or lake serpent, for they have intelligence as well as size and strength.

By all accounts, Chichevache was some sort of ogre. Despite its name, it was not in any sense a lean cow'. That was typical of the corrupted French used by the pretentious minstrels. In their ignorance they had substituted *vache* for the *Fache* in Chichefache and a name that had originally meant "Pinch Face" now suggested some kind of bovine monstrosity.

I had no desire to fight such a creature. But who said I had to? Rescuing the Lady Wylamette would in itself be a brave enough deed to get me back into Arthur s good graces (such as they were).

I rose, stretched, and took a seat at the nearest table. Toby refilled my tankard and brought me some bread and cheese while the innkeeper set a large kettle on the fire. After it had boiled for a while, he dipped out a bowl of maigre soup, such as is served on Abstinence days, and set it before me.

"What's this?" I growled.

"Soup, Sir."

"Stuff that, I want meat."

He coughed apologetically. "We have none, Sir."

I cursed him soundly and ordered him to have a bowl taken out to my squire in the stable.

There must he some way for me to be able to rescue Sir Anwar's wife without having to confront her abductor. But how? When Toby returned from the stable I was suddenly struck by an idea.

"Come here, boy."

He approached timidly. "Easy, lad," I said. "I won't hurt you. Now, your master tells me that you were once a toad eater. Is this true?"

"Aye, sir."

"And your mistress was one Mother Gloam, a local witch of some sort?"

He nodded, blanching at the sound of her name.

"Was she a real witch, Toby?"

"Aye, she was real enough."

"And could she do real magic? Not just fake mumbo jumbo?"

He nodded again. I'd hoped for as much. Standing up, I took him by the arm.

"Toby, I want you to take me to her dwelling."

Visibly, he trembled. "Please Sir, don't make me do that! I can't go back there: she'll kill me if I do!'

I shook my head. "No, boy, I'll protect you. And I'll bring you safely back here when I'm done."

He looked dubious, but he didn't resist as I donned my cloak and led him toward the door. The innkeeper started to protest, but a handful of coins tossed on the bar shut him up. I hustled Toby out into the courtyard.

The sun had set some time before and the full harvest moon was out. I led Toby to the stable door, where I whistled for my squire. "Horse and armour," I ordered, when finally he emerged. I donned my mail, mounted, and with my squire's help, got Toby up and riding pillion. He'd obviously never been on a horse before and my squire chuckled at his terror.

"No, you stay here," I told him when he asked if he should saddle up, too. I guided my mount out of the courtyard and onto the moonlit road.

Dawn was on the horizon when finally we came to the witch's cottage. It was no hovel, but a well built stone structure with a thatched roof. I dismounted, tethered my horse, and set Toby down beside me. He seemed unwilling to approach the shadowy dwelling and I had to take him by the arm and practically drag him to the door.

It opened in answer to my knocking. By the light of the candle in her hand I beheld Mother Gloam. Instead of the hag I expected. I saw a big, rawboned woman in vigorous middle age with a strong and not unpleasant face, long red hair, and the shoulders of a blacksmith.

She was surprisingly well dressed in a fine woollen shift and an even finer blue cloak.

"You're Mother Gloam, I take it," I said.

"Aye." Her gaze fell upon the boy at my side. "Ah, I see you've brought back my darling Tobias." Her smile had little warmth. "Dear boy, you should never have run off the way you did. It almost broke my poor old heart."

Toby simply stood there, paralyzed with fear. I shoved him ahead of me and stepped over the threshold. Mother Gloam shut the door and set the candle down on a low table. That piece of furniture, along with a stool and a comfortable looking chair, gave evidence of somebody's considerable skill at carpentry. A pallet bed was the only other furnishing. Coals glowed in a made hearth that was equipped with a kettle not unlike the one at the inn. The roots and herbs that hung in nets from the ceiling beams were no different from those to be found in any other country woman's kitchen. Nothing about the place particularly suggested a witch's abode.

"I've brought you back your toad eater, Mother Gloam," I said. "I trust you're grateful."

"Indeed I am, Good Sir. Indeed I am. I can't tell you how I've worried about the poor lad since he disappeared last Whitsuntide."

Toby whimpered and threw himself at my feet. "You promised not to give me back to her!" he wailed.

"I lied," I said as I kicked him away from my knees.

"And you'll be wanting something in return, Sir Mordred."

The fact that she knew my name abolished any doubts I might have had about her powers. "Yes," I said. "First, what can you tell me about Chichevache?"

She looked thoughtful. "Chichevache is it? A dreadful monster, to be sure. It eats nothing but the flesh of good and faithful wives. It used to go hungry most of the time. But what with Arthur's reforms, the beastie's had a field day these past few years." She began to laugh. "Not that our king need fear for his own wife's safety."

"Does the monster slay its victims right away?" I asked.

"No. It takes them back to its den and keeps them there alive until it's ready to eat. It likes to have proper cooked meals, you know. Puts in quite a larder."

That's what I wanted to know. The fact that my plan actually had a chance of succeeding frightened me a bit. "Can you cast illusion spells?" I asked.

"That I can. What sort of illusion did you have in mind?"

I took a deep breath and said, "I want you to give me the semblance of a good and virtuous wife."

She grinned. “So you’re out to slay the monster and you want to use yourself as the bait. Arthur’s knights are as brave as their reputations.”

I felt certain that she was mocking me. “Can you make me a potential meal in the monster’s eyes?” I snapped.

She was silent for a moment. “It will take more than just one layer of seeming, you know. Chichevache sees deeper than just the outward form. How else would it know its prey? A faithful wife looks no different from an unfaithful one.”

“But can you do it?”

She nodded. “Aye, I can.”

I held out my purse with all of its remaining coins. She took the money and put it on the table. “Are you ready then?” she asked.

I don’t really remember the details of what happened after that. She ordered me to lie down on the floor and relax. A fog seemed to settle over my senses. I heard her chanting something, but the words were distant and indistinguishable.

More than anything else, I remember the look on Toby’s face as he cowered in a corner like a whipped dog. I felt a brief spasm of guilt over the way I had betrayed him. It passed. There’s little enough freedom in the world as it is and I’d never willingly become a slave to my own conscience.

It was near sunset of the next day that I set off on the road again. As I rode my horse under the darkening sky, I was conscious of a sort of double vision in all my senses. When I looked down at my waist and legs I saw both my own mail-clad torso and limbs sitting properly in the saddle and the gown-concealed legs of a woman hanging together over the same side.

In my head I felt equally divided. I knew that I was Mordred of Orkney and yet I had the memory and feelings of a person of another gender and station in life. As strongly as I recalled Caerleon and Lot's Orkney castle I also remembered the toil of a country farm and the strong embrace of a beloved husband. Strangely enough, the man in my pseudo-memories had Arthur’s face. I wondered if that was a grotesque joke on Mother Gloam's part.

The wind blew hard across the dark and empty moor and I shivered in my nonexistent shawl. One by one, the stars gleamed like frozen jewels in the dark curtain of the sky and the moon began to mount the tumbled clouds. The fire in the west had gone out and the road was a pale ribbon in the gloom.

My gut was full of icicles. What if the creature slew me on the spot when it seized me? There were so many uncertainties in my, plan. Was a triumphant return to the pious hypocrisy of Arthur’s court really worth the danger?

Suddenly, my horse neighed in terror as a dark form reared up from a thicket beside the road. Before I knew what was happening, I was swept from the saddle and dashed head first to the ground.

When I awoke, I was lying on my back on cold hard clay. At first I thought that I was inside a natural cave of some sort, but then my eyes became accustomed to the gloom and I could make out the undressed logs that shored up the earthen walls and ceiling. I felt a sharp pang of claustrophobic terror that made me sit bolt upright.

Before me, the loamy floor of the burrow sloped downwards into the darkness. Flames guttered in a shallow pit near my feet, sending a plume of smoke upwards through a crude vent in the ceiling, and providing the faint illumination by which I was able to see. Small, round objects of some sort dangled from the timbers around the narrow chimney, the fumid odour reminded me of a smokehouse.

There was a draft at my back, a draft that hinted at the open air. I turned around. Sure enough, the passage climbed upwards and I caught a glimpse of the night sky. But all of my attention was on the creature that crouched there watching me, its great head scraping the ceiling a good eight feet above the clay it squatted on.

First-time fathers are often shocked by the ugliness of a newborn babe, especially a premature one. Imagine a face like that: red and wrinkled and toadishly pouting, a face both wizened and infantile. And if you can, now imagine that face as big as a barn door: a face like a puckered, pink, infant moon.

The rest of the creature was just as bad. I thought of the corpses and near-corpses of children that I’d seen during the last Scottish famine.

This being had the same shrunken, stunted limbs, the same distended bubble of a stomach. Imagine a gigantic, starving, foetal child and you’ll have a fairly accurate picture of what Chichevache looked like.

But when it spoke it was in a reedy, muddy voice thick with aged wisdom. “Good” it rasped. “Still alive. Can’t fatten you up, dead.”

“What are you going to do with me?” I babbled like a fool.

“Lucky. Times ain’t what they were. Would have ate you right off. Once. Not now. Fat times now. Good times now.” It laughed—a thick, slobbering sound like bubbles in a swamp. “Not starving now. Lots of virtue. Thanks to Arthur. Oh, yes. Fat times now.” The mouth that had at first seemed rather small spread back and up behind its ears, bisecting the lower part of its face and revealing two rows of incredibly numerous teeth: razor-sharp teeth jarringly out of place in so infantile a face. All my life I’ll remember that spreading, toothy smile, that mouth that looked as if it would stretch so wide that its two corners would meet on the other side of its owner’s head.

The monster learned towards me and I scrambled back until I almost fell into the fire pit. It extended an arm and I saw that while its limbs were childishly small, its *hands* were long-fingered and almost as big as its head. It prodded my chest with a nail the size of a melon, then it reached up towards the roof of the tunnel.

For the first time I realised what hung there: the smoked, severed heads of over a dozen women, dangling by their long tresses. Seizing the nearest head, the monster tore it free, leaving the colourless hair and shrivelled scalp still tied to the beam. The exposed top of the skull gleamed yellowy as Chichevache bit down on it. I closed my eyes, but I could not shut out the dry crunching and then the hollow sucking sounds.

Was that the fate of Sir Anwar’s wife? I prayed that hers was not one of the heads that hung there from the sooty beams, for if it was then all my efforts were for nothing.

I soon had my answer. Chichevache suddenly reached down and seized me. Lifting me easily into the air, it said: “Go, get you food. Put meat on your bones.” Then it rose and carried me down the tunnel past the fire pit.

The walls and ceiling narrowed and became those of a natural cave, the far end of which was blocked by a large stone. On its knees now, the monster easily rolled that half ton or so of rock and thrust me into the dark recess beyond. ‘Go get you food,’ it repeated, as it replaced the boulder, leaving me alone in the imprisoning darkness.

No, not alone. I heard breathing. “Lady Wylamette?” I said softly.

‘Who are you?” came the reply. The voice, at least, was soft and attractive.

I said the three words (grunts really) that Mother Gloam had taught me and was pleased to feel the female illusion fall away from me like a discarded cloak. “Lady Wylamette?” I repeated, in a now masculine voice.

“Who's there?”

“Sir Mordred of Orkney.”

“You’re a man!”

“Well, I’ve always thought so.”

My groping encountered the hem of a silken dress and suddenly she was sobbing in my arms. She felt small, warm, and pleasantly full-bodied.

“What does Chichevache want with the likes of you?” she said.

“A spell was cast on me that gave me the semblance of a woman. A virtuous, married woman. It thinks me edible.”

“What are you going to do now?” I thought for a moment. A bit of subtle misdirection was required here.

“When the monster returns and removes the stone, I’ll slay it. When it thought me a woman, it could not see or feel the amour and sword I wear. I would have battled it then, aided by the illusion, but I wanted to find out where you were being held.”

“Thank God,” she said. “Oh, thank God.” She relaxed and lay quietly at my side with her head on my chest. My hauberk couldn’t have made for a very pleasant pillow, but in her state any comfort was a help.

“My husband!” she said suddenly. “What’s become of my husband?”

“Sick with worry, My Lady. He offered me half his estate if I could but rescue you, but I said that the deed would be its own reward.”

Her small hand enclosed mine. “There must be something that we can do for you…”

“No,” I said. “Not once you're free. But for now….” I let the sentence dangle.

“Yes, Sir Mordred, what is it?”

I paused for sufficient effect. “Nothing, My Lady, the thought was unworthy of me.”

“It’s all right. Sir Mordred, tell me what it is you want.”

“Well,” I said, trying to sound halting and innocent, “I’ve not been a knight very long. I have not been a man very long. When the monster returns, it may slay me.”

“No, don’t say that!” She sounded frightened again.

“One must face the possibility. My Lady, I do not fear death. Yet, I could face it more easily… and perhaps fight more courageously… if…”

“If what, Sir Mordred?”

“If I knew that I was a man!” I blurted.

“But you *are* a man,” she replied.

“I’m of age. But I’ve… I've never…”

“Oh.” She was holding my hand tightly now.

“Forgive me, My Lady. As I said, the thought was unworthy.”

And then her mouth met mine and I actually forgot all about Chichevache, forgot about where we were, forgot about everything but the task of getting out of my hauberk, gambeson, and breeches in that cramped darkness.

An hour later, as I buckled my mail back on, the stone plug was rolled away from the recess and I saw Chichevache standing silhouetted against the dim light. The creature held an entire roasted pig in one of its huge hands.

When it saw me, its face looked slackly confused. I drew my sword and it retreated in obvious amazement. Not wanting to give it the chance to trap me by moving the boulder back into place, I followed it out into the middle of its den.

Now anger replaced surprise on its features.

“You man,” it snarled. “You *man!”*

“Yes,” I said, “I’m a man, and you can’t eat men can you?”

No. No good. Poison. Make sick.”

I pointed back at Wylamette. “Look at her,” I said. “Smell her, do whatever it is you do to recognize your food. She’s no good to you now.”

The monster looked over my shoulder. Its face seemed even more pouting than before. “Ruined!” it shrieked. “You ruined!”

It started to advance, its great hands raised menacingly.

I brandished my sword. “Don’t try it.” I snapped, trying not to sound as terrified as I felt. “All we want to do is leave. I don’t want a fight. Now, get out of the way.”

The monster seemed to consider the situation.

“Damn it,” I practically screamed, “killing us will do you no good! You can’t eat us. Not now. Maybe you can kill me, but if you try I’ll hurt you first. I’ll hurt you bad. Do you want that?”

‘No. No want hurt.”

“Then get out of the way!”

Slowly and sulkily, it moved aside. I took Wylamette by the hand and led her past, to the other side of the fire pit. Never taking my eyes off the monster, I pushed her ahead of me and then backed out of the tunnel into the open air.

We were on a hillside. “Run!” I said. “It may change its mind.”

We ran until we were near to dropping, down slopes, up slopes, across flat stretches of thick heather that tangled our feet and tripped us. Finally, we collapsed together on the sward. For a long time we could do nothing but gasp in the early morning air.

“The sun’s coming up,” I finally said. “I think we’re safe now.”

“You didn’t kill the monster,” she said. There was no tone of accusation; it was just a statement of fact.

“Are you disappointed?”

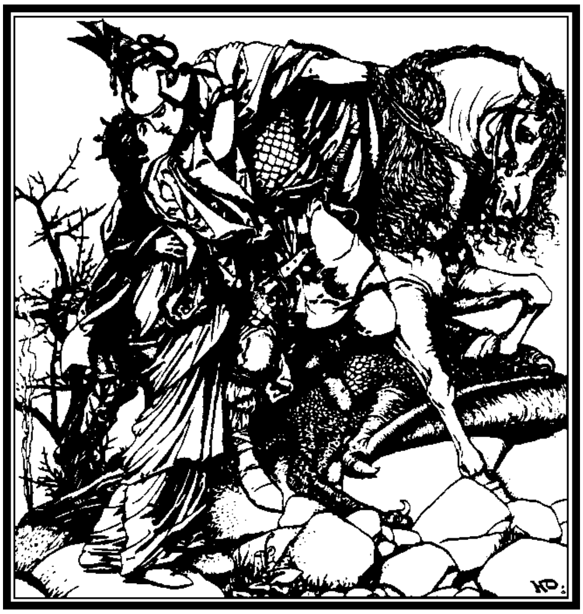
“I’m alive. That’s enough.” I looked at her appraisingly for the first time. Despite the torn and muddy gown and the dishevelled hair so thick with dirt that I couldn’t tell its colour, she was quite attractive. “I’ve a horse at the inn in town,” I said. “Your husband is probably still riding for Caerleon. With luck we’ll be able meet him on the road when he returns with Lancelot.”

“Lancelot?”

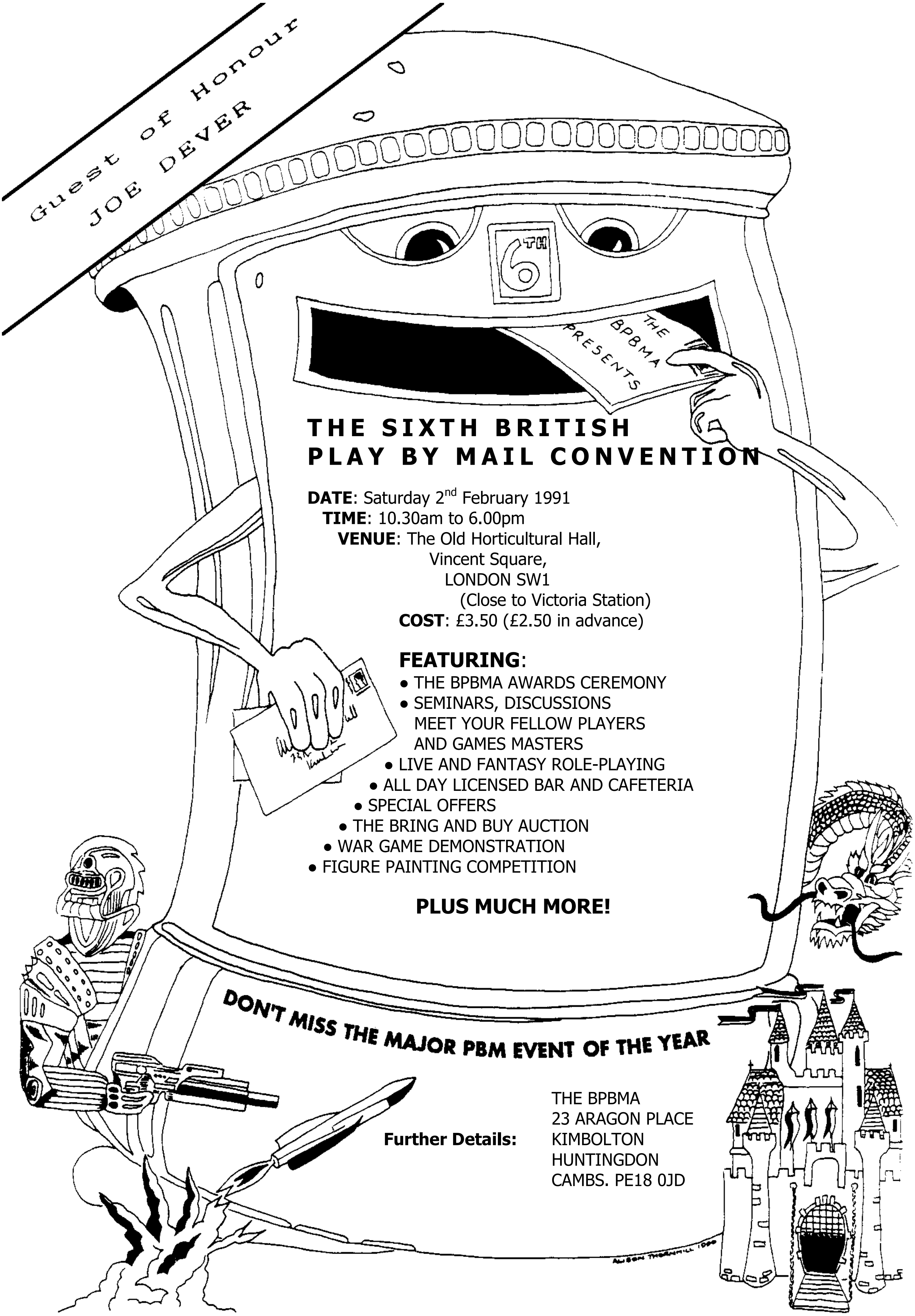
“Surely you’ve heard of him. He's one of Arthur's better knights. His methods are more orthodox than mine.”

She took my hand again. You needn’t worry that I’ll tell my husband of your ‘unorthodox’ methods. In your own way, you did rescue me. For that, I'm grateful.”

And she was. She really was. She lay back on the grass, smiling up at me, smiling a very peculiar, very grateful smile. How could I resist such a request?



A close brush with mortality is a fine remedy for any delusions of immortality that a person may harbour. My quest was more successful than I had hoped. Further, Lancelot will be only too happy to ‘finish’ the job by searching out and slaying Chichevache. He’s good at that sort of thing. And in that way he can get his honour back without having to cleave my skull. Oh, he won’t see it that way at first, but I feel confident that I can change his mind. Each sort of virtue has its own reward.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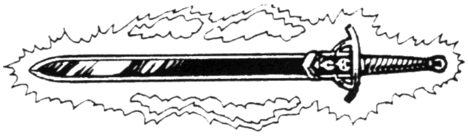
News from the Monastery

We are delighted to be able to celebrate the successful publication of the first Grand Master gamebook—The Plague Lords of Ruel. So successful in fact that the first printing sold out prior to publication and Red Fox were obliged to reprint the book not once, but ***twice*** in order to satisfy the heavy demand. Needless to say, we are very grateful to loyal Lone Wolf fans who, by their enthusiastic support, made this possible.

1991 looks like being Joe Dever's busiest and most-productive year so far. He has recently completed work on the third Grand Master adventure (Lone Wolf 15) which is entitled '**The Darke Crusade'** (UK publication date, 8th August 1991) and has already begun writing No. 16, entitled '**The Legacy of Vashna**'. Joe and John Grant have also now completed the sixth Legends novel which is called—'**The Sacrifice of Ruanon**'.

This year Joe is also working on two exciting new Lone Wolf projects. The first is a 64-page graphic novel entitled: '**Lone Wolf—Last of the Kai**'. It will be scripted by Joe and illustrated by Cyril Julien, whose work may be familiar to readers of GamesMaster International magazine. Publication has been scheduled for March 1992 but we intend to preview artwork in club newsletters before then.



The second new project is a Lone Wolf audiobook: a three-hour audiocassette adaptation of the first Legends novel 'Eclipse of the Kai'. Work begins on this project in June with publication also set for March 1992. The tapes will feature the voice of Edward de Souza, who is the narrator of the Lone Wolf PhoneQuest adventures, and will be further enhanced with sound effects and music especially composed and performed by Joe.

Joe Dever will be Guest of Honour once again at this year's British Play-by-Mail Convention *(see the advertisement in this issue for full details)*. Lone Wolf Club members will be especially welcome at the Lone Wolf / Red Fox trade stand. If you'd like to meet Joe and discuss his work, apply for your tickets now. Joe will also be guesting at the International Fantasy Gaming Society's Convention in Denver, Colorado USA (May 24–26th, 1991). Other well-known fantasy authors attending will include Larry Niven, Steven Barnes, and Simon Hawke. For further details, write to:

IFGS Convention Organizer
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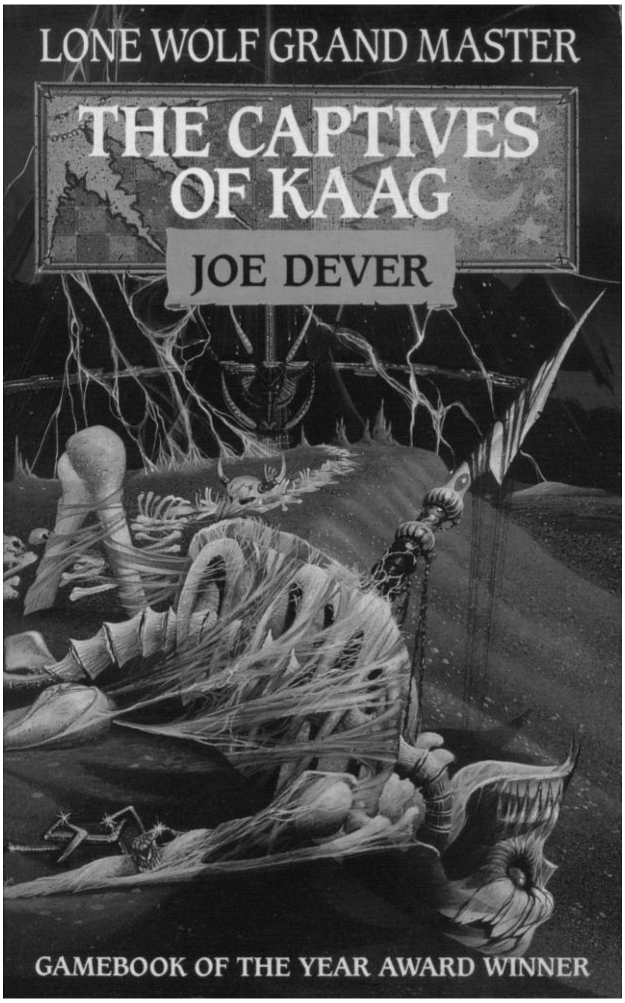
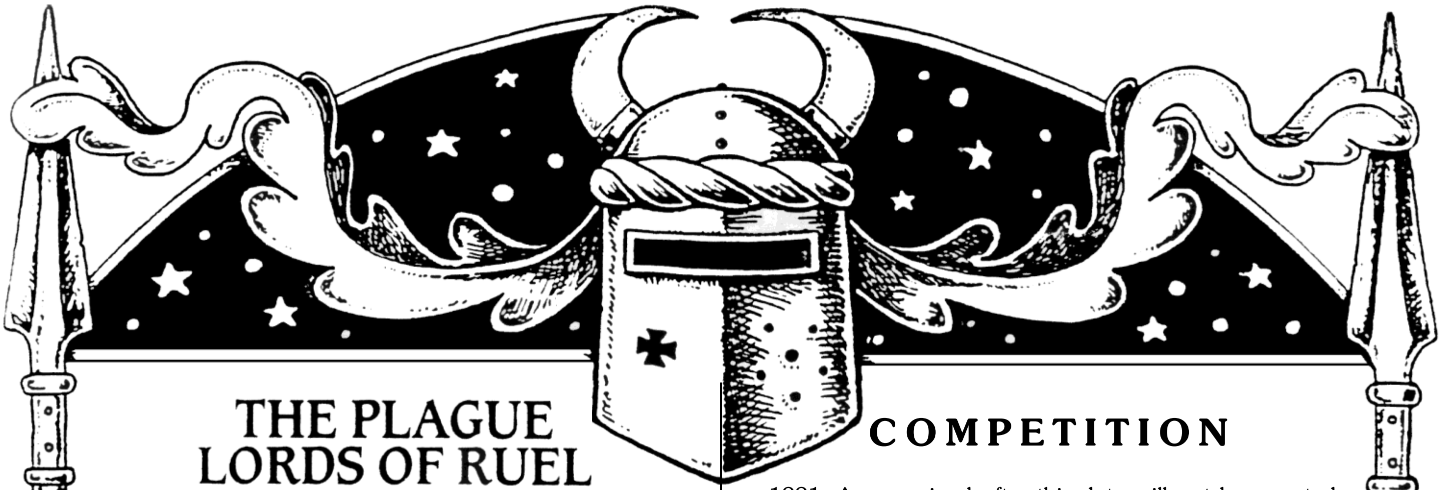




THE PLAGUE LORDS OF RUEL

COMPETITION

This issue's competition is based around events and details which can be found in the first of the Lone Wolf Grand Master gamebooks.

All you have to do is answer the questions correctly (neatly on a separate sheet of paper), then send it, together with you name, address, Kai rank and age, to the club at the address shown below.

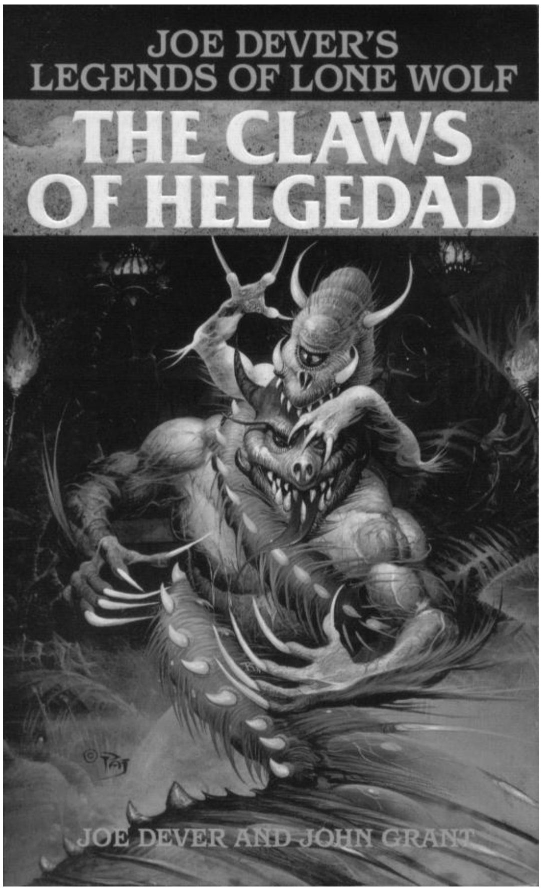
All entries must be submitted no later than 30th May 1991. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 21st June 1991.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win an ALBA CP40 BASS BOOST Personal Stereo Cassette Player, which features fast-forward, auto-stop, and bass boost switches. It comes complete with headphones and belt clip. The next three correct entries will win signed copies of Lone Wolf 14—The Captives of Kaag.

1. How Far below the Tower of the Sun (in feet) did Lone Wolf construct a special vault?
2. Which two groups were working together to restore the Darklands to their former fertile state?
3. Where is Rootstrangle Swamp?
4. Name the carnivorous frog-like animals bred by the Cenerese.
5. Who is ruler of Ruel?
6. How does the Cenerese plague virus spread?
7. Name the rat-men of Ruel.
8. During which battle did Captain Cearmaine lose his hand?
9. How did he lose it?
10. Name Cadak's scribe.
11. The moat surrounding Mogaruith is full of blood. True or False?
12. Name the bull-like creature which emerged from the tapestry.
13. A dose of Gallowbrush induces how many hours' sleep?
14. How was Captain Cearmaine able to see clearly at night?
15. On completion of the quest, what special award did you receive?
16. Who gave you this award?
17. How many Grand Master Disciplines are you allowed to have at the start of Book 13?
18. Name the two Cener novices you encounter in the library of Mogaruith.
19. Name the fortified town which lies between Tenzha and Halok.
20. What is the name of the hills to the west of Cevira?

Send your answer sheet (with your name, address, age & Kai rank details) to: THE LONE WOLF CLUB (Q18), 39 Corfe Way, Broadstone, Dorset, BH11 9ND, England.

NEWSLETTER No. 19


JOE DEVER'S
LEGENDS OF LONE WOLF
THE CLAWS OF HELGEDAD
JOE DEVER AND JOHN GRANT

The fifth exciting adventure novel in the Legends of Lone Wolf series—

THE CLAWS OF HELGEDAD

is now available. See page 7 of this newsletter for the special club order form which will enable you to obtain your copy signed by Joe Dever.

Also in this issue:

Part 3 of the ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK, & WILD WEASEL,

by Michael Hole

-*-

Improved Grand Master Disciplines for Kai Sun Knights

-*-

Cyril Julien—the “new boy” on the Lone Wolf team. We showcase some of the work of the artist who has been chosen to work on the first Lone Wolf graphic novel.

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plus

KAI KONNECTION

COMPETITION RESULTS

NEWS FROM THE MONASTERY

CLUB COMPETITION

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: ROBERT HANSEN
Age: 13
Address: USA
Hobbies: Lone Wolf, reading, computers, writing.
Would like a pen-pal with similar interests.

Name: PHILLIP WRIGHT
Age: 10
Address: England
Hobbies: Reading, gamebooks, RPGs, painting miniatures, karate computers, soccer
Would like a UK pen-pal, aged 10–14, with similar interests.

Name: ALEXANDER CRAWFORD
Age: 10
Address: England
Hobbies: Tennis, painting miniatures, swimming, TV, Lone Wolf, soccer, collecting fossils, heavy metal.
Would like a pen-pal, male or female, aged 10–15, any nationality, same or similar interests.

Name: PAUL GALLAGHER
Age: 11
Address: Scotland
Hobbies: Computers, swimming, cycling, solo gamebooks (esp. Lone Wolf).
Would like a pen-pal, female, of similar age and with similar interests.

Name: JESSE WYATT
Age: 8
Address: Australia
Hobbies: Computer games, gamebooks, TV, MC Hammer, basketball, gym.
Would like a pen-pal into computer games and Lone Wolf, any age, boy or girl.

Name: DOUGLAS MacDONALD
Age: 11
Address: Scotland
Hobbies: Computers, swimming, gamebooks, films, reading.
Would like a pen-pal aged 10–13, any nationality, male / female, preferably with similar interests.

Name: RYAN HUMPHREYS
Age: 14
Address: England
Hobbies: Sega games, Lone Wolf, writing, Space Crusade, music (Techno).
Would like a pen-pal with similar interests, aged 14–15, UK / US, male or female . . . write soon!

Name: RICHARD NORTH
Age: 12
Address: England
Hobbies: Computers, solo gamebooks, Lone Wolf (novels, club), writing, drawing.
Would like a male / female pen-pal, aged 11–13, into Lone Wolf, who'd like to exchange stories and info on their hobbies.

Name: SCOTT HUGHES
Age: 16
Address: USA
Hobbies: Lone Wolf, Dr Who, reading sci-fi and sci-fantasy, computers, skiing, video games.
Would like a pen-pal, any age, sex, nationality, preferably with similar interests.

Name: CHRIS JACOBSMEYER
Age: 13
Address: USA
Hobbies: Fantasy, gamebooks, Dragonlance, Freeway Warrior.
Would like a pen-pal, male or female, with similar interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

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Fill in this form in BLOCK CAPITALS please, and send it to:
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THE ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK & WILD WEASEL

by Kai Grand Master Michael Hole

PART THREE: The Departure

At last the time came for the prophesied meeting. Lone Wolf, Sabre Fox, Firefly, Black Hawk, Wild Weasel, Banedon, Ulnar, Rimoah, and all the other Sommlending officials left the courtyard and walked along the streets in single file. It was like a funeral procession. By now almost every citizen of Holmgard knew of the transportation and welcomed it, all that is save the capital's criminal rogues. When the procession and its crowd of followers entered Holmgard's main square, they were met by ranks of pikestaffed guardsmen, their polished armour glinting in the sun. The crowd spread out to face the stoic guardsmen and a feeling of expectant excitement filled the air as they waited for the criminals to be escorted in.

In the west corner of the square stood the transporter wagon—a truly breathtaking vehicle. Built from Sommlending and Durenese oak, reinforced by iron and beaten copper, it looked indestructible. Six great shire horses were harnessed to the wagon, waiting patiently for their work to begin.

Suddenly a fanfare of trumpets sounded above the hubbub of the crowd. Than into the square came the criminals—Dolby, Jarek, Adwar, and Iylpos—escorted and surrounded by a troop of the King's Citadel guards. The crowd cursed and spat at the despised foursome yet, despite the torrent of abuse and hatred, none of them showed any trace of emotion.

"There they are . . . at last," said Lord Rimoah. The four young Kai warriors shifted nervously as they stared at the grim-faced outlaws. Lone Wolf said a few words to one of the Citadel guards and then came over to speak to the boys.

"Don't be intimidated by them," he said. "They'll be sure to try and test your nerve at every opportunity, so stand firm. Remember always that you are Kai warriors."

Sabre Fox was mesmerized by the sight of Jarek. This great hulk of a man who stood nearly seven feet tall dwarfed those around him. Jarek caught the boy's stare and it was clear to see that he didn't like it. This brute had often murdered children in cold blood without a second thought, simply because they bad got in his way. Violence lay at the centre of his soul. He was incapable of goodly acts; he might as well have been born a Giak. This monster glared at Sabre Fox and made the boy flinch under the weight of his stare. He was transfixed by Jarek's gaze until Lone Wolf stepped in front of him and gently shook him to his senses.

Lent Iylpos was a small and deadly clever man who, despite his insignificant appearance, was shockingly evil. It was true to say that all four of the outlaws were bad men, but somehow Iylpos radiated evil whereas the other three seemed to be consumed by it. Adwar looked the most villainous, the criss-crossed mass of scars which disfigured his face were too many to count easily. When he noticed the young Kai warriors looking at him with revulsion and contempt, his eyes burned with a red rage. His wrecked face began to swell and it looked as if he was about to erupt until Lone Wolf shot him a deadly glare which defused his anger immediately. Dolby, like Iylpos, was a slight man. It was Dolby who organised all of the uprisings and so Lone Wolf warned the four young Kai Lords to be especially wary of him. The time had come for the Kai Lords to meet their prisoners. Sabre Fox was clearly dreading it but a terse word from Lone Wolf made him pull himself together.

"Dolby," said Lord Rimoah, "I think that it is about time that you and your fellows meet the young men who are to be your gaolers for the next few months."

The prisoners smiled smugly as they stared at the four young Kai.

"Our gaolers?" answered Dolby, clearly amused at the thought. He turned to his fellow outlaws and said, sarcastically, "May the Gods save us!"

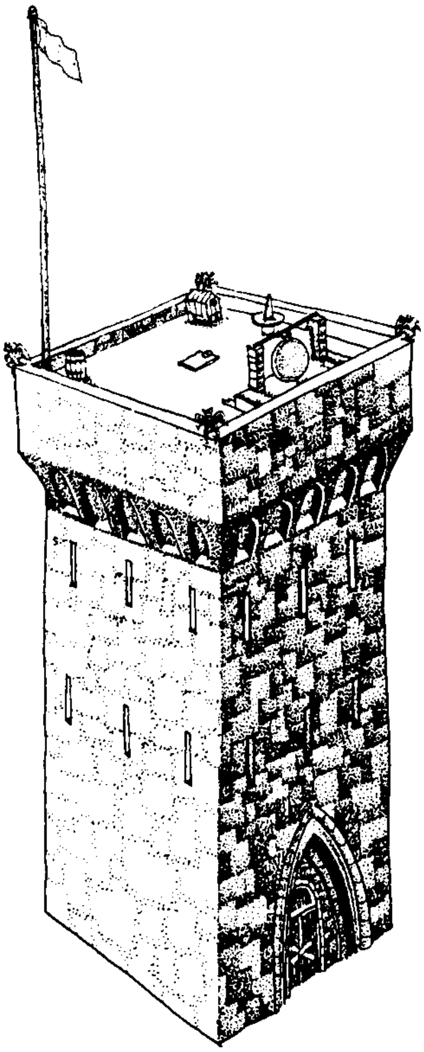
Rimoah eyed Dolby without blinking. He was clearly not amused by the criminal's show of smug disdain.

"And this is Lone Wolf. I believe you've met already."

The smile left Dolby's face in an instant. It was obvious that he and Lone Wolf had crossed swords in the past and he had not forgotten it.

Put them aboard," said Lone Wolf to the Citadel guards. "And make sure they are secure."

The escort obeyed his command and the four criminals were made to enter the transporter wagon. Inside they were chained to their seats. The crowd, their curiosity satisfied, had thinned out and now only a few score remained to watch the wagon's departure. Lone Wolf offered the young Kai Lords some last words of advice before he, too, entered the wagon and then beckoned them to take their places opposite the criminals. Firefly was chosen to act a driver for the first leg of their journey and, when he was ready, he signalled to Lord Rimoah with his whip.



"Farewell," shouted Rimoah and the other officials, as the heavy wagon began to move. "Farewell and Godspeed!"

A fresh breeze caressed Black Hawk's face as the ponderous wagon gathered speed. Above, firefly was smiling at the people that lined the street to the main gate. Wild Weasel was so excited that he was having difficulty holding back the smile that threatened to split his face in two. It was not until he caught sight of Iylpos' evil stare that his excitement abated. Noisily, the great wagon trundled through the great gate and entrance tunnel of Holmgard, then they were outside the city walls and on their way to Ragadorn. The journey had really begun.

"Two hundred and fifty miles", thought Wild Weasel apprehensively. The transporter had been travelling for over two hours and already boredom was beginning to set in. The tension between the Kai Lords and their prisoners has calmed a little although neither party had spoken a word to the other since leaving Holmgard. Finally, Wild Weasel couldn't take it any longer.

"Excuse me, sire," he said to Lone Wolf. "But would you mind telling us about your quest for the Sommerswerd. You visited Ragadorn did you not?"

Lone Wolf looked at Wild Weasel and a smile softened his stern features. "As a matter of fact, Wild Weasel, I did go to Ragadorn during my quest, although it was not my intention. Fate decreed it to be so."

Fearing that the conversation was about to end here, Wild Weasel quickly asked another question.

"What is the city like, sire? Is it like Holmgard or Toran?"

Lone Wolf looked amused. "Ragadorn," he said, slowly rubbing his stubbly chin, "is not the most welcoming of places, that's for sure. My opinion of the city has changed over the years. Once I would have said the it is a foul place, full of the foulest dregs of humanity." He shot a glance at Adwar, knowing him to be a native Ragadornian. The outlaw sneered back and ran his tongue around his ragged lips, chilling Wild Weasel in the process. The scars on his face seemed to come alive and twist like a mass of angry red snakes. He looked as if he was about to explode when Dolby spoke:

"Now, now, Kai Lord. You're upsetting my friend here. The road to his hometown is a long one. Surely you do not wish to make it an unduly unpleasant one as well? I advise you to speak with more tact in future."

The young Kai Lords were shaken by the audacity of Dolby's words. They looked at their master, not knowing how he would react to this insolence.

"Listen hard, Dolby," replied Lone Wolf, with quiet menace. "When you and this oaf committed your countless crimes against the free peoples of Magnamund, you forfeited all rights to be treated as decent men. If you try to challenge my authority once more during this journey you'll regret it." Dolby blanched and looked out of the slatted wagon window to avoid Lone Wolf's piercing stare. Sabre Fox smiled at the criminal's obvious discomfort.

"Whad'ya gawking at, boy? If y'dare snigger at me I'll carve yer girly lips off!" barked Jarek violently. Sabre Fox was startled by the sudden outburst and recoiled out of fear. Meanwhile Firefly, who was oblivious to the commotion inside the wagon, broke out into song as he whipped the horses onward along the rutted road. It was some minutes before he heard the sound of screaming and yelling coming from inside the wagon. Fearing the worst he reigned in the horses and leapt down from his seat.

"What in Ishir's name is going on in there?" he shouted, as he fumbled with the wagon door's iron latch. Suddenly, the door swung open and knocked him off his feet. Out got Sabre For and the other Kai Lords, all of them arguing amongst themselves.

"Why don't we kill them now and have done with it?" said Black Hawk. "We can say we were attacked by bandits on the highway and the prisoners were killed trying to get away. Sabre Fox agreed with Black Hawk and reached to his sword to show how eager he was to carry out his suggestion. Wild Weasel, meanwhile, was helping his friend Firefly to get to his feet.

"No!" bellowed Lone Wolf, angrily. "I shall not tolerate such a scheme. Remember, you are Kai Lords. You are sworn to fight for Good and justice. If we were to slay these prisoners as you suggest then we would be no better than them and their kind."

The simple logic of Lone Wolf's words calmed the two agitated young Kai Lords. They apologised, and asked Lone Wolf to forgive them. For a moment they had forgotten their Kai wisdom.

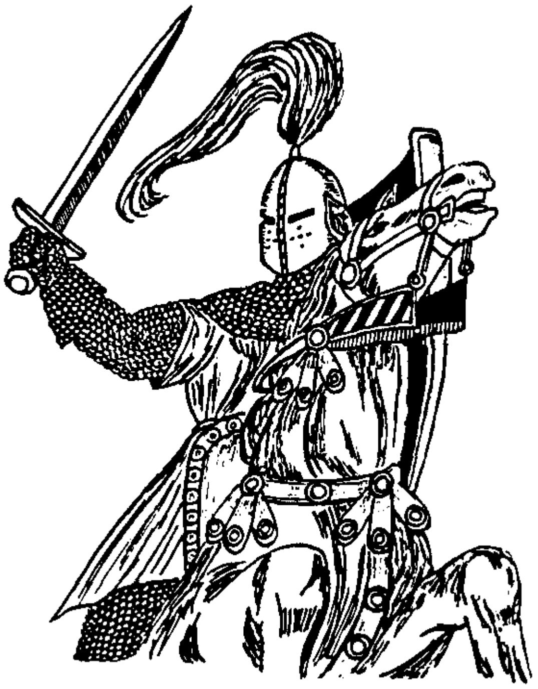
"Very well, I shall overlook the matter this time," said Lone Wolf, "but just you make sure this is the last I hear of suck talk. Now, Black Hawk, you go and unpack some food. My stomach tells me it's about time we were eating."

Black Hawk nodded and obediently went about the task of getting the food. Lone Wolf himself shared out the bread, cheese, and sausage amongst the prisoners whilst the young Kai Lords helped themselves. They all ate together (with the exception of Sabre Fox who sat alone in the driver's seat) in silence, the tension between the prisoners and the Kai still high. When they were done, Lone Wolf hammered on the ceiling of the wagon and Sabre Fox took the sound to mean that it was time to be moving on. He responded by stamping his foot down on the hard oak running board, then he grabbed the reins and flicked them to start the horses off. The heavy transporter creaked into life and began to trundle along the dusty road.

Sabre Fox sat in the driver's seat and stared contentedly at the passing countryside. The horses needed very little guidance and the young Kai Lord was soon lost in a dream as he stared with fascination at the slowly changing scenery. The lush richness of Sommerlund was giving way to a plain of barren wilderness. The bountiful foliage which had lined the highway shortly after leaving Holmgard was now nothing more than an occasional wiry bush or stunted tree. Absent-mindedly he stared at the horizon, watching small eddies of dust that danced along the crests of the low hills. The sky was overcast with slate-grey clouds. A few scraggy crows were flying south in search of more hospitable land. Sabre Fox's quiet contemplations were interrupted by the premonition of danger. The short hairs on the nape of his neck prickled with anticipation, and the sleepy fatigue of the journey was suddenly dispelled. He was not alone in the presentiment. Lone Wolf too had sensed something was amiss and was shaking the three dozing young Kai Lords awake.

"What the...?" grumbled Firefly.

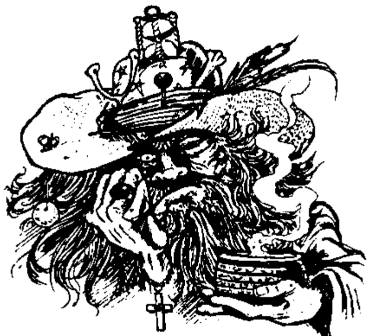
"It's alright," replied Lone Wolf, quietly reassuring the confused young man. "I'm just going to go up top to check on Sabre Fox. You keep an eye on the prisoners while I'm gone, OK?



Lone Wolf opened the wagon's heavy door and swung himself outside. Black Hawk looked with admiration at his master's agility and secretly hoped that one day he too would possess such natural grace and skill. Lone Wolf pulled himself onto the roof of the wagon and kicked shut the door before he made his way forwards to where Sabre For was sitting. The young driver turned to face his master, his brow furrowed with concern.

"So you sense it too," said Lone Wolf. Sabre Fox nodded. Lone Wolf scanned the surrounding landscape and, almost immediately, his keen vision detected the source of their unease. On the highway behind them he saw a large group of riders, about two dozen in number. He could tell by their rough-looking costumes and their determined expressions that they were after the transporter, or, more probably, the human cargo it was carrying.

"Steel yourself," said Lone Wolf to his young companion. "I fear we'll soon have a battle on our hands." Sabre Fox's heart skipped a beat, but he obeyed his master's command and set about readying his weapons for the imminent attack. He unsheathed his sword and propped it on the seat beside him, and he unshouldered his bow and quiver and set them down in the floor-well by his feet. Lone Wolf meanwhile had returned to the interior of the wagon and was warning his young acolytes. One by one they climbed out onto the roof and took up hidden positions among the boxes, bales, and barrels. Lone Wolf took the reins from Sabre Fox who gathered his weapons and went to join his fellows. Quietly he wondered about the prisoners below. Were the riders coming to free them? It certainly looked that way.



Meanwhile, back in the wagon's gloomy interior, the four outlaws were whispering among themselves excitedly. It was quickly decided that Jarek should be the first to try to break free of his chains. He grabbed the heavy links with his mighty hands and pulled. The veins in his face and arms stood out like steel hawsers as he strained to tear free the chains from their mountings. There was a long tortuous creak of metal then, with a crack, one of the mountings came loose and was wrenched from the wooden floor. Jarek smiled evilly and rose from his seat. His fellow prisoners hissed at him, urging him to release them as well, but he was deaf to their pleas. He seemed to be driven by one thought—the thought of slaughtering his Kai captors. He opened the wagon door and saw the surface of the highway speeding past a few feet below him. Carefully he swung himself outside and clawed his way upwards to the roof. He was hoping to catch one of the Kai, preferably Lone Wolf himself, unawares. But by now the pursuing horsemen were only a couple of hundred yards away and Jarek, despite his lust for vengeance, quickly realized that he was in the process of being rescued. He peeped over the handrail to see Lone Wolf at the reins and Firefly close by. Suddenly Black Hawk shouted:

"Lone Wolf! They're here!"

The Kai leader turned to see that his acolyte's words were coldly correct; indeed the riders were here. He picked up his shield with his free hand and used it to protect his left side as he steered the horses with his right hand. By now Jarek had recognized the horsemen and was signalling to them frantically. Then he hauled himself onto the roof and crept forwards towards Firefly's back. The young Kai sensed danger and turned to face it but, before he could cry out, he was grabbed by Jarek and held in a powerful bear hug. Firefly gasped, unable to inhale. Desperately he called on his mind powers and focused them on the big man's wrist. Jarek felt a sharp burning sensation pierce his forearm and, for a moment, his crushing grip weakened. Firefly wriggled free, his face pinched and blue with lack of air, but his sickly expression soon brightened when he saw his friend Sabre Fox coming to his aid. Jarek growled and swung a fist at the winded young Kai. Firefly ducked, then dived at his foe and butted him in the stomach. The big man grunted but was hardly moved by the attack. He began to pummel Firefly's back with his fists. Sabre Fox made his move. He punched Jarek in the face with enough force to split the big man's lip. The unexpected pain made sent him staggering backwards, trailing blood across the boxes and barrels. Sabre Fox was about to follow up his attack when a clutch of arrows whistled past his head. The riders were firing from the saddle. Jarek seized the opportunity and came rushing across the roof towards Sabre Fox with his bloodied hands outstretched, intent on hurling him off the wagon. At the last moment the young Kai Lord dodged his attacker and Jarek found himself tottering on the edge of the roof, his arms flailing wildly in an attempt to keep himself from falling.

"Goodbye!" hissed Sabre Fox, venomously, as he moved to push the outlaw to his well-deserved doom. But, despite his precarious position, Jarek was anticipating Sabre Fox's move. He had for many years been Ragadorn's most notorious streetfighter and he had not forgotten any of his tricks. Just as Sabre Fox got ready to push, Jarek spun around on the ball of his left foot and caught the boy a glancing blow with his fist on the side of his head. Sabre Fox saw stars, then he keeled over backwards and landed heavily at Black Hawk's feet. Another volley of arrows came whistling across the top of the wagon and one lodged itself in Black Hawk's cape. Jarek growled, but this time it was a cry of pain and not anger. By chance, one of the arrows had ricocheted from the handrail and struck him in the back. He staggered towards Black Hawk then crashed face down lifelessly amongst the baggage. He was dead.

"Sabre Fox!" shouted Lone Wolf. The dazed boy got to his feet and moved forwards to answer his master's call. "Take the reins." The boy was glad to oblige. Lone Wolf slipped out of the driver's seat and made ready his bow as he sought cover behind a water barrel. He drew an arrow and fired, sending the shaft deep into the chest of a pursuing rider. The black-clad horsemen screamed and fell and his body was trampled by the hooves of the following horses. The young Kai took Lone Wolf's lead and they, too, began to fire at the surrounding horsemen with their bows. Arrows filled the dust-choked air. Horsemen screamed and fell, and arrows bristled from the baggage behind which the Kai were hiding. One shaft shattered against the iron band of a water barrel and sent a handful of splinters into Firefly's face. Blood flowed immediately. Swiftly Lone Wolf, with shield in hand, rose from cover and moved to Firefly's side. Using his healing powers he numbed the boy's stinging wounds then covered him with his shield to protect him from the deadly arrows. Then, with stunning swiftness, he drew and fired a quiverful of arrows at the surrounding horsemen. Eight arrows left his bow and eight horsemen soon lay dead on the dusty highway. But still the riders came on.

Four bold horsemen drew up alongside and leapt from their saddles to fix themselves like limpets to the sides of the transporter. One bearded villain failed to hold on and he slipped and fell beneath the wagon's rear wheels. The sound of breaking bone and crushed flesh sent a shiver down Firefly's spine. The remaining three horsemen gave a battle-cry and pulled themselves onto the roof. Wild Weasel was closest to them and bravely he moved forward to meet their advance, his broadsword raised. Unfortunately, he stumbled as his foot caught a trailing rope and he feel flat on his face before he was able to swing his sword. Firefly jumped to his friend's aid, his sword cutting the air an inch above a horseman's head.

He would have hit the man had it not been for the blood which was matting his eyelids. Wild Weasel saw Firefly's problem and got quickly to his feet. He pulled his brave friend away front the advancing horsemen and blocked their advance with his hissing sword. Wild Weasel fought like a demon, hacking and slashing at the three intruders. One died instantly when his Kai blade tore open his throat, and another screamed as Wild Weasel's steel pierced his side. Firefly noticed that another bunch of riders were closing in with bows ready to fire.

"Down!" he shouted to his friend, and instinctively Wild Weasel reacted to the warning by hurling himself amongst the baggage. The two intruders looked momentarily shocked by his sudden disappearance, then their shocked expressions turned to pained expressions as several of their confederate's arrows peppered their bodies. With cries of anger and agony they staggered and fell from the roof.

Within a few minutes the remaining riders had called off their attack and disappeared into the surrounding hills. Exhausted and exhilarated by their first taste of battle, the four young Kai Lords slumped among the bags and boxes and drank deeply from a canteen of spring water. Lone Wolf steered the horses and kept a watchful eye on the surrounding hills in case their attackers should decide to return.

It was nearing dusk when Lone Wolf halted the transporter and praised his young acolytes for the way they had conducted themselves during the attack. Then he made a check of the horses to see if any had been injured, but all six were well. Then he opened the door of the wagon and peered inside at the passengers. Iylpos, surprisingly, was asleep. Dolby and Adwar were very much awake and they looked at Lone Wolf with nervous eyes. Where Jarek had sat there was now just a coiled length of chain and a broken mounting. Lone Wolf ran his eye over the remaining prisoner's chains and satisfied himself that they were secure.

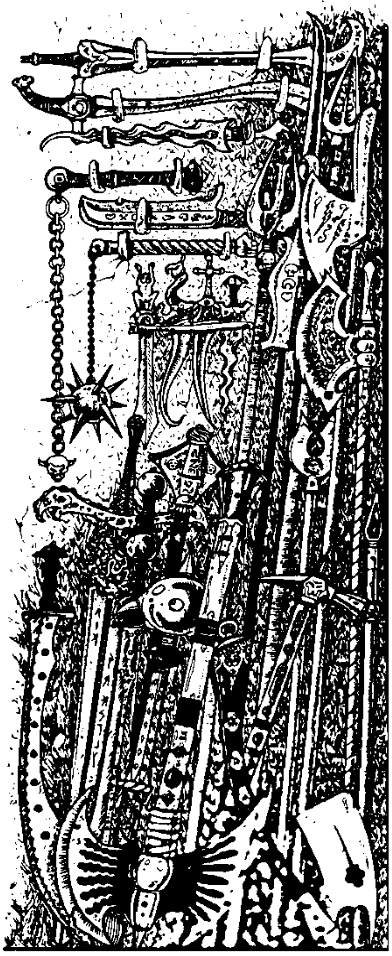
"Jarek's dead," he said. Dolby and Anwar showed not a flicker of emotion.

"So you finally got around to killing him then, eh, Kai Lord?" said Adwar, coldly. "So much for Kai honour and Sommlending fair play. You just murdered him 'cause he got free. When are you going to murder us then, Kai Lord?"

"Shut your foul mouth, Adwar!" retorted Lone Wolf. "Death is a fate too good for you and your kind. You should be thankful you've got a Kai escort. There's plenty who'd rightly welcome the sight of you hung and drawn on the gallows without the benefit of a trial."

Lone Wolf ordered his acolytes to get some rest. When they had settled themselves comfortably among the baggage and had drifted off to sleep, he took up the reins and gently coaxed the horses onward. Only Lone Wolf remained awake as the transporter trundled on its way through the brooding darkness towards Ragadorn.

NEXT EPISODE: "RAGADORN—AS WELCOME AS EVER"



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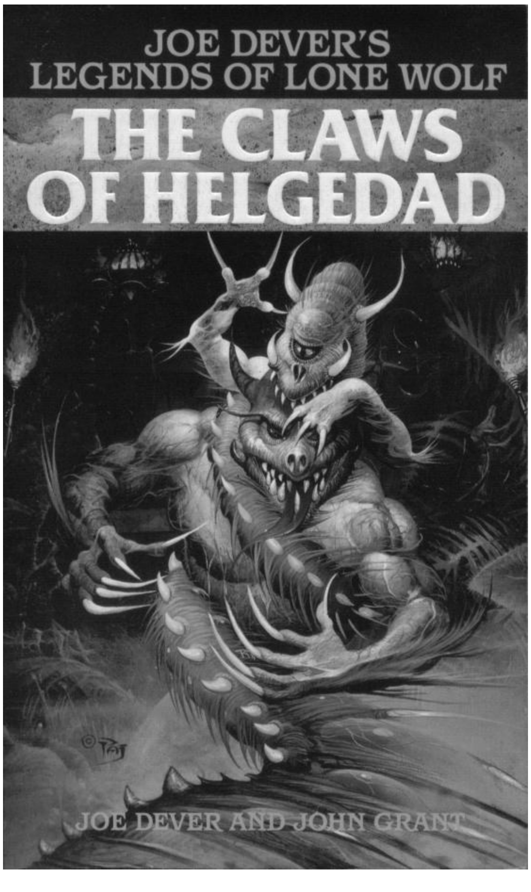


IMPROVED GRAND MASTER DISCIPLINES

As you rise through the higher levels of Kai Grand Mastery, you will find that your Disciplines will steadily improve. For example, if you possess the Discipline of Grand Nexus when you reach the Grand Master rank of Grand Thane, you will be able to pass freely through Shadow Gates and explore the nether realms of Aon and the Daziarn Plane.

If you are a Grand Master who has reached the rank of Sun Knight, you will now benefit from Improvements to the following Grand Master Disciplines:

Grand Weaponmastery
Sun Knights with this discipline are able to wield two-handed weapons (e.g. Broadsword, Quarterstaff, Spear, etc.) with full effect, using only one hand.

Deliverance
Sun Knights who possess this skill are able to repair serious wounds sustained by creatures other than themselves. By the laying of hands upon the affected creature's body, a Sun Knight can cause an open wound (or other serious injury) to mend itself. The speed at which this healing takes place increases as a Grand Master rises in rank.

Grand Pathsmanship
Kai Sun Knights with this skill are able to repel at will all normal-sized insects within a radius of three yards. The range and numbers of insects so affected increases considerably as a Grand Master rises in rank.

Grand Nexus
Sun Knights who possess Mastery of this Discipline are able to feign death. By placing themselves into a state of suspended animation, outwardly they are able to achieve all semblance of being truly dead. However, whilst in this state the only sense that a Sun Knight retains is the ability to hear.

Telegnosis
Sun Knights who possess this Discipline are able to communicate telepathically over great distances. Initially the range of this ability is approximately 100 miles, but this distance increases as a Grand Master rises in rank.

Kai-alchemy
Grand Masters who have reached the rank of Sun Knight are able to use the following Brotherhood spells:

Halt Missile—This causes any projected or hurled missile (i.e. arrows, axes, crossbow bolts, etc.) which may pose an immediate threat to the life of a Sun Knight, to cease its flight and remain stationary in mid-air. The effect of the spell lasts for 2-3 seconds, allowing the Sun Knight sufficient time to move away from its line of flight. Initially only one missile can be affected by this spell, but the number increases as a Grand Master rises in rank.

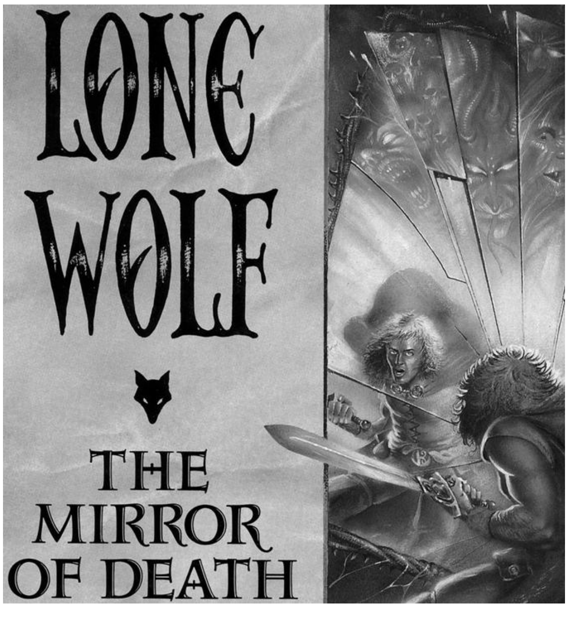
Strength—By casting this spell, a Sun Knight is able to greatly increase his or her physical strength for a short duration. It can be used to lift or move heavy objects, or to effect a temporary increase in COMBAT SKILL and ENDURANCE scores whilst fighting an enemy in unarmed combat.

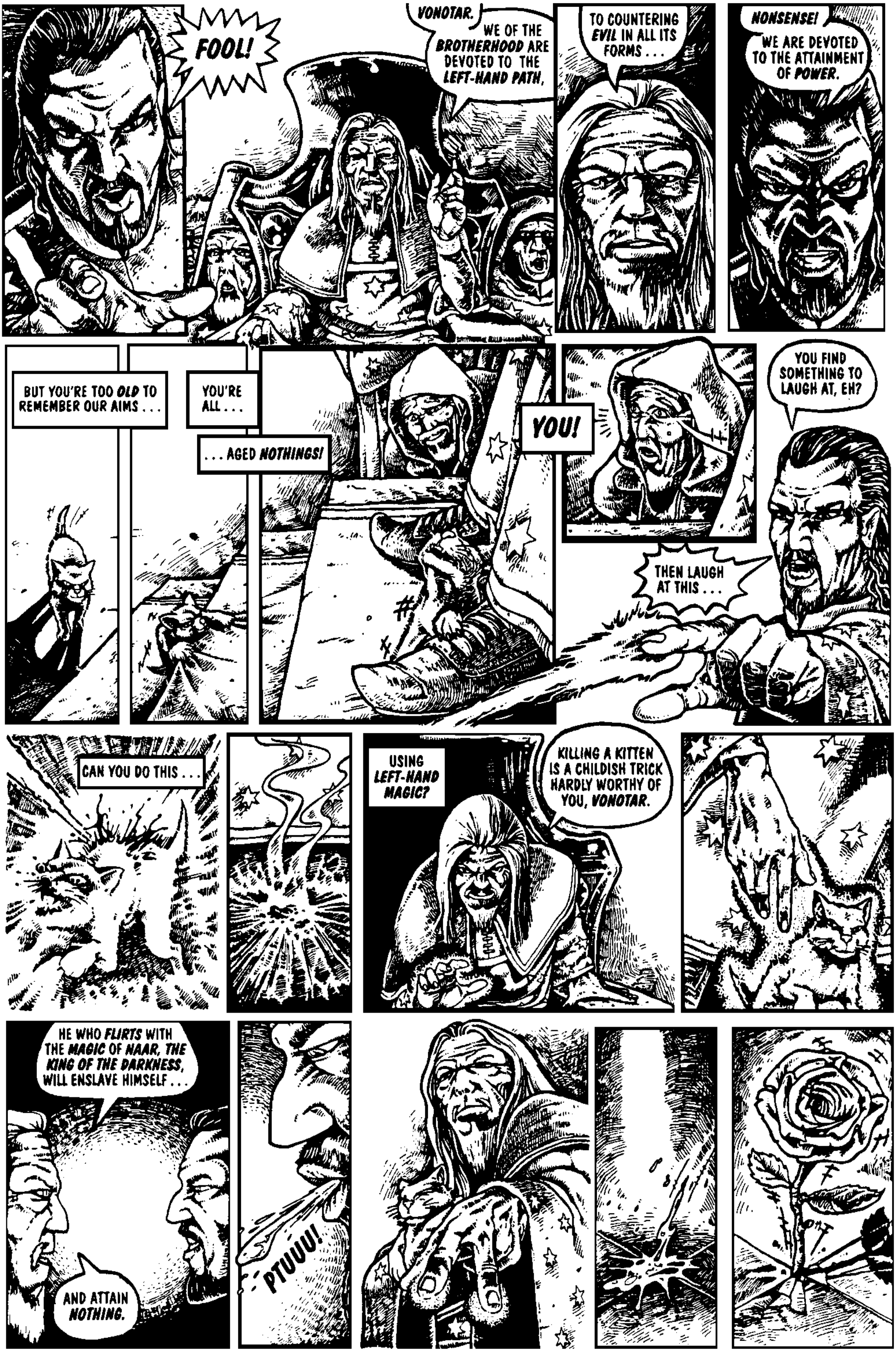
News from the Monastery

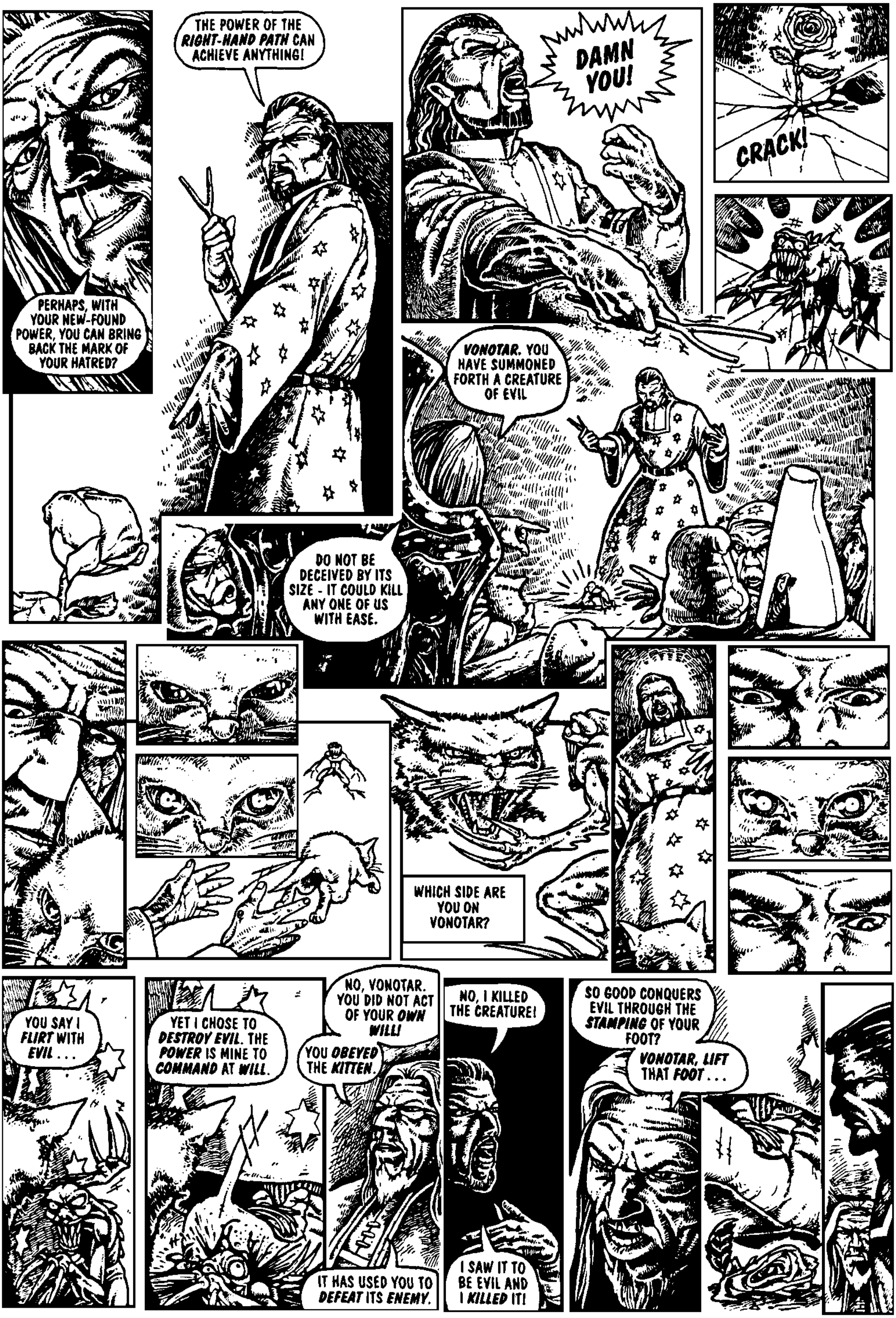
As mentioned in last issue's news section, work has already begun on a Lone Wolf graphic novel, written by Joe Dever and illustrated by Cyril Julien. Joe has decided to create an entirely new adventure especially for this project, the title of which will be: "The Skull of Agarash". As promised, we feature in this issue some of Cyril Julien's artwork. The following two pages are a graphic portrayal of the opening chapter of the first Legends novel entitled – "A Magician Spurned" Publication of the graphic novel has now been revised to April 1992.

The Lone Wolf audiobook (also mentioned in last issue's news page) has now been completed. Those lucky ones who work in the editorial sections of Red Fox books and Random Century Audiobooks who have heard the three-hour adaptation of "Eclipse of the Kai" have praised it very highly, rating it as one of the best audiobook productions of all time. Publication has been brought forward to February 1992, and we hope to bring you a special feature about this project in a future newsletter.

The Lone Wolf software adventure entitled "Mirror of Death" is now available from most UK software retailers in all popular computer formats. If you are having difficulty in locating a version for your computer, call Audiogenic Software on [UK] 081–861 1166. They will be pleased to give you details of your local stockist, or arrange for a mail-order purchase.




FOOL!
VONOTAR.
WE OF THE BROTHERHOOD ARE DEVOTED TO THE LEFT-HAND PATH,
TO COUNTERING EVIL IN ALL ITS FORMS . . .
NONSENSE!
WE ARE DEVOTED TO THE ATTAINMENT OF POWER.
BUT YOU'RE TOO OLD TO REMEMBER OUR AIMS . . .
YOU'RE ALL . . .
. . . AGED NOTHINGS!
YOU!
YOU FIND SOMETHING TO LAUGH AT, EH?
THEN LAUGH AT THIS . . .
CAN YOU DO THIS . . .
USING LEFT-HAND MAGIC?
KILLING A KITTEN IS A CHILDISH TRICK HARDLY WORTHY OF YOU, VONOTAR.
HE WHO FLIRTS WITH THE MAGIC OF NAAR, THE KING OF THE DARKNESS, WILL ENSLAVE HIMSELF . . .
AND ATTAIN NOTHING.
PTUUU!


PERHAPS, WITH YOUR NEW-FOUND POWER, YOU CAN BRING BACK THE MARK OF YOUR HATRED?
THE POWER OF THE *RIGHT-HAND PATH* CAN ACHIEVE ANYTHING!
DAMN YOU!
CRACK!
VONOTAR. YOU HAVE SUMMONED FORTH A CREATURE OF EVIL
DO NOT BE DECEIVED BY ITS SIZE - IT COULD KILL ANY ONE OF US WITH EASE.
WHICH SIDE ARE YOU ON VONOTAR?
YOU SAY I *FLIRT* WITH *EVIL* . . .
YET I CHOSE TO *DESTROY EVIL.* THE *POWER* IS MINE TO *COMMAND* AT *WILL.*
NO, VONOTAR. YOU DID NOT ACT OF YOUR *OWN WILL!*
YOU *OBEYED* THE *KITTEN.*
IT HAS USED YOU TO *DEFEAT* ITS *ENEMY.*
NO, I KILLED THE CREATURE!
I SAW IT TO BE EVIL AND I *KILLED* IT!
SO GOOD CONQUERS EVIL THROUGH THE *STAMPING* OF YOUR FOOT?
VONOTAR, LIFT THAT *FOOT* . . .

ORDER FORM

BOOKS ORDERED ON THIS FORM HAVE BEEN SIGNED BY THE AUTHOR
—JOE DEVER

by Joe Dever

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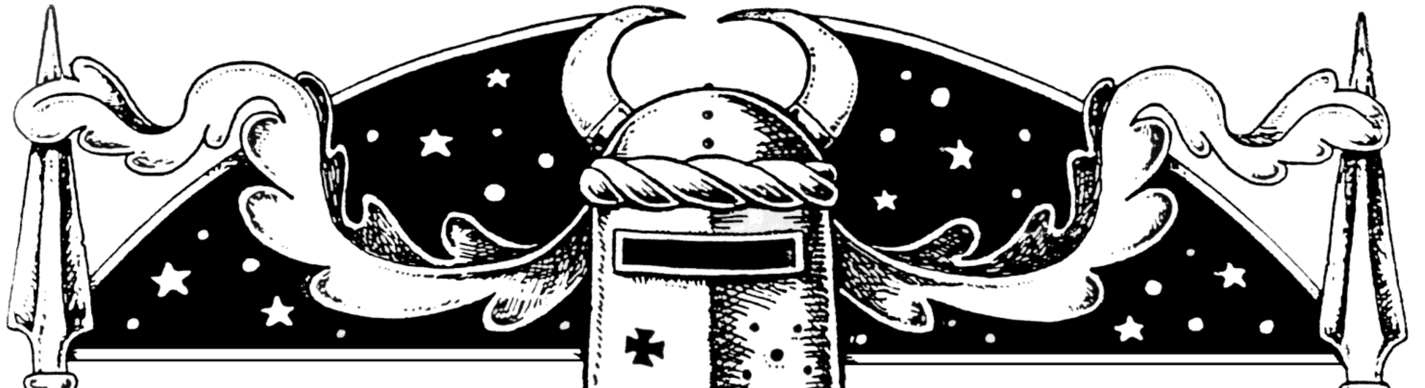

LEGENDS OF LONE WOLF WORD SEARCH QUIZ

This issue's competition consists of a fiendishly clever word search quiz devised by Kai Grand Master—Claire Brotherton. It is based on the "Legends of Lone Wolf" books (1 → 4).

The word search is in two parts. First you must unscramble 46 Lone Wolf words and then you must locate them in the grid.

When you have solved the word search, all you have to do is list the answers on a separate sheet of paper and send it (with this original or a copy of your completed grid), together with your name, address, Kai rank and age, to the club secretary at the address shown below.

All entries must be submitted no later than 1st November 1991. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 5th December 1991.

THE PRIZES: The first entry with the most correct answers, drawn from all those received by the closing date, will win a SYSTEMA "BANK RAID" DOUBLE-SCREEN ELECTRONIC LCD GAME. It has two skill levels and four directional movements. The top screen comes with automatic scoring and alarm facility. Battle through 24 different mazes to track down the bomb before your time runs out! The next 3 best entries will win signed copies of Legends of Lone Wolf 5—The Claws of Helgedad.

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R	I	N	T	O	N	I	R	A	D	E	M	R	O	T	P
A	Z	E	O	A	H	O	U	V	A	N	C	N	O	Q	O
H	I	A	I	G	S	L	O	Y	I	A	O	A	I	W	N
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A	I	O	A	A	O	T	O	F	A	A	E	E	A	R	G
L	G	R	R	T	R	N	E	D	G	F	N	K	L	G	U
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P	R	R	C	K	H	R	A	R	R	N	C	I	T	S	L
C	E	S	E	E	A	Y	E	U	O	H	A	R	N	H	D
R	S	V	H	L	L	W	G	I	L	L	Y	B	A	G	M
O	I	C	Y	M	X	N	S	A	R	N	A	S	J	I	A
V	A	S	I	A	A	R	N	J	R	O	A	N	T	S	S
L	S	X	L	N	A	D	B	E	C	Y	D	R	D	S	T
A	A	I	O	P	L	O	I	K	Y	M	A	R	O	A	E
H	N	R	F	L	O	W	E	N	O	L	A	V	D	T	R

Send your answer sheet & word search solution (with your name, address, age & Kai rank details) to: THE LONE WOLF CLUB (Q19), 39 Corfe Way, Broadstone, Dorset, BH18 9ND, England.

LONE WOLF CLUB

NEWSLETTER No. 20

The third exciting gamebook in the Lone Wolf Grand Master series—

THE DARKE CRUSADE

is now available. See page 9 of this newsletter for the special club order form which will enable you to obtain your copy signed by Joe Dever.

Also in this issue:

Part 4 of the

ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK AND WILD WEASEL, by Michael Hole

-*-

Mirror or Death software review

-*-

Combat Heroes
* Special Offer *

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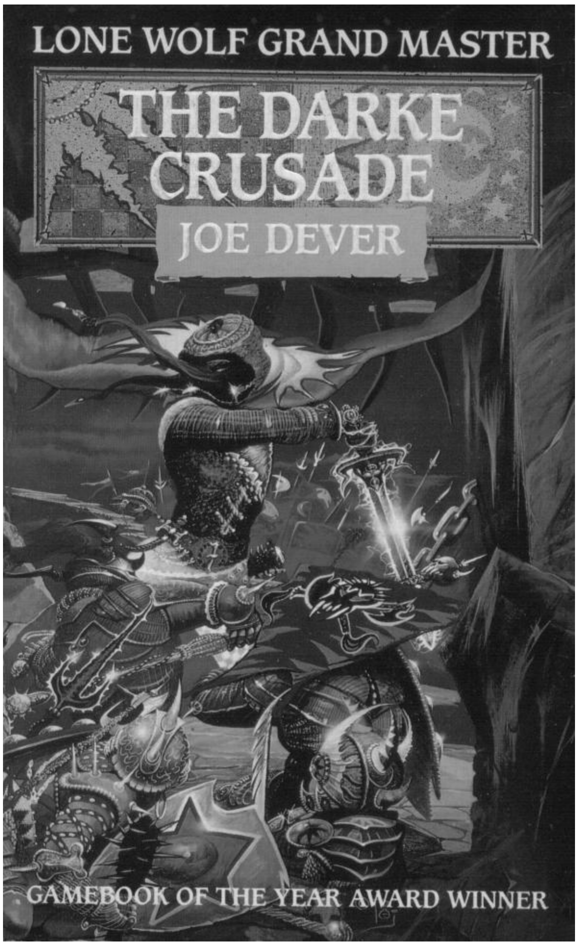
plus

KAI KONNECTION

NEWS FROM THE MONASTERY

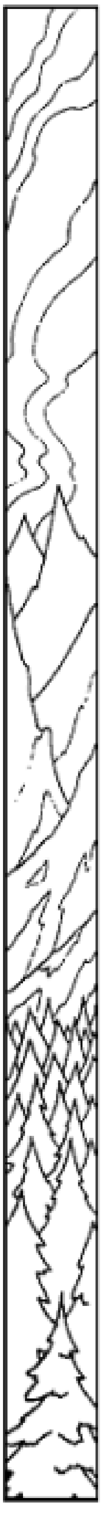
CLUB COMPETITION


LONE WOLF GRAND MASTER
THE DARKE CRUSADE
JOE DEVER
GAMEBOOK OF THE YEAR AWARD WINNER

THE ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK & WILD WEASEL

by Kai Grand Master Michael Hole

PART FOUR: Ragadorn—as welcome as ever



For four days the transporter followed the great Wildland highway, covering an impressive mileage each day. The six horses displayed remarkable strength and endurance and, despite the poor road and indifferent weather, they never slowed or faltered once during the difficult journey. But all things were not running smoothly. The relationship between the Kai and the criminals had rapidly deteriorated ever since Dolby and the other two prisoners, Adwar and Iylpos, found out about Jarek's death. Not surprisingly they blamed the Kai, accusing them of conspiring to murder them all one-by-one during the journey. This explosive situation was simmering, and it may well have exploded during the third day had they not sighted Ragadorn.

"Ragadorn ahead!" shouted Firefly excitedly to his friends, Sabre Fox and Wild Weasel, who were seated on the roof baggage playing cards. Simultaneously, they looked up and stared with expectation at the distant horizon. The highway wended its way across the barren landscape towards Ragadorn's city wall which glinted dully in the afternoon sun.

As they approached the squalid city, details of its squalor became clearer. Black Hawk's initial reaction was of shocked disbelief. He shuddered at the ugliness of the place, with its filthy streets and its despondent, grey-faced citizens. The fact that it was sited on a river didn't help at all. If anything, the River Dorn made things worse. Its murky waters contained a myriad horrors and the stench which arose from it permeated every quarter of the city with a smell redolent of rotting meat. Hundreds of small craft bobbed on the greasy, dun-brown water and although none were attractive, Lone Wolf was cheered by the prospect of easily finding one that would be willing to transport the young Kai Lords and their prisoners upstream.

The transporter entered Ragadorn by its unguarded West gate. That's not to say that there were no guards at the gate - the two that were posted there were simply so drunk as to be in no fit state to do their duty, which would have been to stop and exact a toll from the Kai. As the great wagon crossed a bridge over the Dorn which joined the two halves of the city, Lone Wolf commented: "'Tis just as I expected. This rat-hole has changed very little since last I was here."

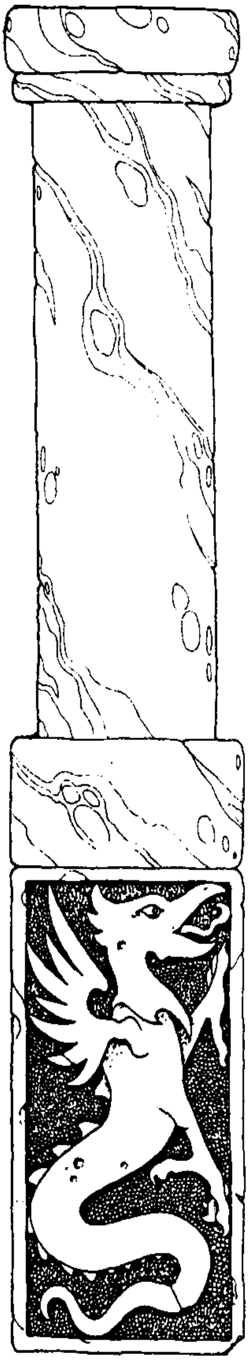
Lone Wolf gave directions to Firefly. It may have been several years since he was last here but he remembered enough about the grimy streets and alleys to see them through. He noted with interest that the old taverns and inns of the East Side has since been levelled to make way for new housing and shops, many of which were run by Herbwardens and potion-makers. The war against the Darklords had seen a flood of refugees arriving in Ragadorn from Cloeasia, Vassagonia, and even from as far afield as the Stornlands. The refugees had not been welcomed by the native Ragadornians but nevertheless they had settled and transformed this part of the city into something approaching tolerable.

Lone Wolf was feeling thirsty. When he caught sight of Barnacle Street, he ordered Firefly to alter course and head towards the North Star Tavern. Lone Wolf hoped that Taglo, his old friend, was still its owner. The great wagon came to a halt outside the taverns main door and the other young Kai Lords immediately asked Lone Wolf about his plans. First we'll have some ale and then well decide.' None argued the point. As soon as they stepped into the tavern they were greeted by the mouth-watering smell of cheeses, baked bread, ripe fruits and strong ale. Black Hawk, Firefly, and Sabre Fox seated themselves at an empty table while Lone Wolf and Wild Weasel walked to the bar counter and struck up a conversation with Taglo who was delighted to see them. The inn had undergone a few cosmetic changes since Lone Wolf was last here and Taglo proudly pointed out all of the lavish refurbishments. Then a serving maid appeared through a door and handed a tray stacked with food and ale to Wild Weasel. "Thank you!" he said, and licked his lips. "I'm hungry, but I don't think I can manage all of this."

“It’s not just for you, you towheaded spagg!” she retorted. “It’s for all of you!” Wild Weasel blushed and sheepishly carried the heavy tray to his friends’ table where they set about clearing it with obvious relish. Meanwhile, Lone Wolf ordered a second tray of ale and pastries which he took outside to the prisoners.

For half an hour the young Kai Lords enjoyed their unexpected meal and the relatively-comfortable surroundings of the North Star Tavern. Taglo talked with them and shared a few anecdotes about funny things that had happened here over the past few years. Then Lone Wolf rejoined them and told them of his plans. Tonight they would sleep here at the Tavern and, in the morning, they’d resume their journey, only this time by river. Lone Wolf also reminded them that he would be returning to Holmgard with the Transporter and that from here on they would be in charge of the prisoners.

“We understand,” said Firefly, and the others nodded their heads in agreement. For several minutes no-one spoke, then Lone Wolf broke the uneasy silence—“We’d better go and find you a boat for tomorrow.” With this, the five of them got up from the table and told Taglo that they’d be return later before filing through the tavern’s door into the busy street outside. Lone Wolf checked the Transporter’s lock and peered through a barred window at the prisoners’ disgruntled faces. Satisfied that they were secure, he motioned the young Kai to follow him as he turned and walked along the street towards the River Dorn. As they reached the stinking river, Sabre Fox looked at the hundreds of craft and spoke aloud what he was thinking—



“Why not take a boat—there’s so many of them!”

“Certainly not!” retorted Lone Wolf, clearly angered by the suggestion. “We’re Kai Lords, and Kai Lords do not steal. Remember that.” Sabre Fox gulped and shuffled uncomfortably, then he stared at his feet in an attempt to avoid Lone Wolf’s piercing gaze. The five of them were standing on the approach to a bridge from where they had a good view of the boats and the passing traffic. Their green Kai cloaks drew more than a few curious glances, and one or two shady characters suddenly became so disturbed by the sight that they took to their heels, fearing that the Kai were after them. Wild Weasel grinned with obvious delight; he quite enjoyed being an object of fear and respect.

“Right—this is what we’ll do,” said Lone Wolf, matter-of-factly. “We’ll enquire at that boathouse over there to see if we can buy a boat.”

“But how will we pay for it?” said Sabre Fox.

“Don’t worry,” replied Lone Wolf, patting his money pouch, “I think I’ve enough crowns.”

With this, Lone Wolf led his acolytes along the riverbank towards the boathouse. Its grubby-faced owner greeted then with a grunt which they took to be a welcome. Lone Wolf selected one of the owners’ better longboats and asked him the price. Again he grunted, this time twice. Lone Wolf reached to his money pouch and took out twelve gold crowns which he counted out into the man’s filthy hand. Another grunt signified that the owner was satisfied with the transaction and that he’d look after the boat until tomorrow. Dusk was quickly turning to darkness and so the five of them wasted no time in returning to the North Star Tavern. By now the tavern was crowded with customers. Lone Wolf purchased rooms for the four young Kai then he left to arrange a night’s lodging for the prisoners at the Ragadorn Gaol. On his return he found the four young Kai Lords had already retired to bed. After a swift ale he, too, went to his room and went to bed.

Firefly was dreaming. A man dressed in flowing black robes was drawing his sword as he advanced towards him. Terror chilled his blood and in his desperation he looked around for something with which to protect himself. There was nothing. Inexorably the man came closer. He raised his gleaming sword and with a scream of maniacal laughter he brought it swishing down upon Firefly’s unprotected skull. Suddenly the young Kai awoke with a start, sweat glistening upon his shivering face. He sat up and gasped. The, man in black was there, at the foot of his bed, sword in hand. Firefly shook his head in disbelief, but his sleep-dulled senses were still sharp enough to warn him that this was now no dream. The man was real. He grinned with evil intent and lunged forward, his blade seeking flesh. Firefly dodged aside, kicking the blankets into the air as he did so. They entangled the assassin's sword and saved him from a vicious wounding. Seizing the advantage, the young Kai Lord sprang to his feet and landed a glancing punch to the side of the assassin's head. The man howled, more with surprise than pain, and drew back a few paces to distance himself from Firefly's flailing fists. The young Kai leapt towards the bedroom door and flung it open, yelling loudly for his comrades to come to his aid. Within seconds, Lone Wolf and Wild Weasel responded to his call. They came rushing into Firefly's room, holding whatever weapons were closest to hand when they awoke. Lone Wolf was armed with sword and a dagger; Wild Weasel had a chamber pot. Fortunately, the pot was empty. Efficiently, Lone Wolf searched every inch of Firefly's room but there was no-one there. The assassin had disappeared. Firefly had just begun to explain to Lone Wolf what had happened when suddenly he burst into a fit of giggles. Wild Weasel had been in such a rush to answer his friend's call for help that he had completely forgotten that he didn't have a stitch on. The sight of him standing stark naked with a chamber pot held menacingly above his head (well, as menacingly as a chamber pot can be held that is) sent Firefly into a fit of helpless laughter.

"You'd better go and get some clothes on," said Lone Wolf.

"Er . . . I better had," replied an embarrassed Wild Weasel, and he slinked off to his own room with the chamber pot strategically held in front of him.

"Now, Firefly. What's the problem?" said Lone Wolf.

Firefly wiped the tears of laughter from his eyes and proceeded to tell Lone Wolf everything that had happened.

"I fear we have enemies in Ragadorn already," said Lone Wolf. "You would be wise to bear in mind that our prisoners are not without friends and confederates who would seek to kill us and free them. Do not underestimate them—the moment you do you'll be dead."

Lone Wolf carefully checked the room once more and made sure that the windows were bolted shut before taking his leave. "Get some sleep. Firefly," he said, 'you've a hard day's rowing ahead of you."

Morning came sooner than any of the Kai would have wished. Over a hearty breakfast, Taglo told stories of things that had happened here in the tavern over the years. They were so far-fetched that even Lone Wolf raised his eyebrows in disbelief at some of the more outrageous tales. After breakfast, the Kai gathered together their weapons and belongings and bid farewell to Taglo, promising to return at the earliest chance to enjoy his ale and company once more. It was an hour after dawn and the sun was king in a cloudless sky. The bright sunlight cast a kindly glow upon Ragadorn's wicked streets and flocks of callysparrows filled the crisp air with their joyful song. This morning Ragadorn was almost endurable. Together the five of them walked confidently towards the boathouse and set about hauling their vessel down a launching slope to the murky waters of the Dorn. Once it was secured, they left Black Hawk to stand guard while they went to the Ragadorn Goal to collect the prisoners. Lone Wolf paid the jailers generously and all went smoothly. Within the hour they were back at the boat, busy transferring the prisoners, the baggage and provisions into the slim, twenty-foot long craft. Once everything was in place, Lone Wolf took his young acolytes aside and gave them a final talk about their journey ahead.

"Trust no-one save yourselves. Look after the prisoners—you may detest them for what they are and for what they have done, but they are now your responsibility and I expect you all to act honourably—to act like true Kai Lords. Do not ill-treat them, even though they may well deserve it. Also, stay ever-watchful for bandits. When rowing, be sure not to expend all your energy too quickly. The Dorn has a weak current so you will not have too taxing a time rowing against it. Remain watchful of the sun's position and use what you have learned at the monastery to aid your timekeeping and navigation. At night, take your bearings from the stars. Supplement your provisions with whatever foodstuffs you can scavenge from the land. The Wildlands is a barren region but it is not entirely without sustenance for those who know where to look."

The young Kai Lords nodded in silent agreement to every point that Lone Wolf made. Wild Weasel then asked about Casiorn, and who they should contact upon arriving there.

"Your contact's name is Dolon. He can be found at the Jaye-Bar Inn, in Targrove Street. He knows of your mission and he will guide you as far as Tahou. Right, the time has come for us to go our separate ways. I sense that the prisoner's know that I am about to leave you. They will try to intimidate you, that's for sure, but don't let them get to you. Remember, you are in charge. Stay watchful and keep them secure and you'll all be fine."

Lone Wolf accompanied his young charges back to the boat and watched with approval as they climbed aboard and took control of the grumbling prisoners. "You've a long; way to go—may Ishir be with you every mile of the way."

The four young Kai set the oars into the sludgy brown water and pulled against the current. Lone Wolf waved farewell and stood and watched as they slowly made their way upstream to the edge of the city's perimeter. Then he climbed into the driving seat of the empty transporter and steered it back towards the North Star Tavern where he had one last ale with his old friend Taglo before he began the long journey home to Holmgard.

Next episode: SWIFT DEATH!

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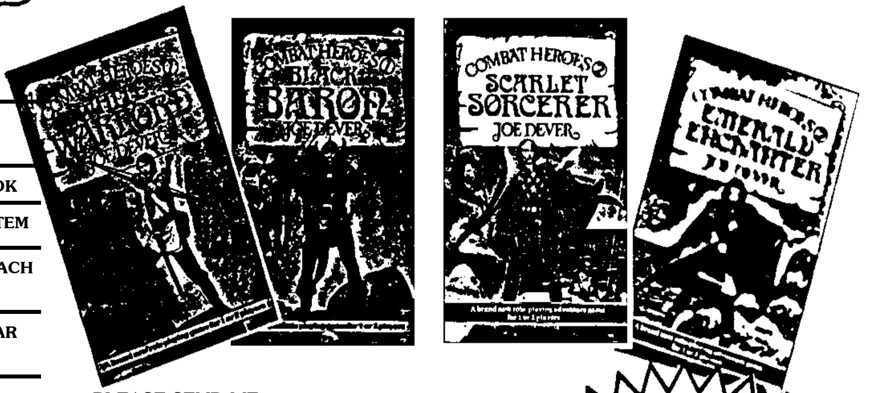
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Based on the solo RPG books by Joe Dever, Lone Wolf is the last Kai Master of Sommerlund and sole survivor of the bloody massacre of his clan by the Darklords of Helgedad. He smashed the mirror known as Dhazag-Oud—The Mirror of Death—and now stands in-side the fortress of Khazan-Gor.

As the mirror shattered, seven unearthly creatures arose from the remains and fled to the fortress, each with a shard of the mirror. It's your task, as Lone Wolf, to explore the fortress and kill each creature, thus ending the evil power of Dhazag-Oud.

As a Master of Kai, you've studied four of the ancient Kai skills. Before play can begin, four skills must be chosen from Psi surge, Mindshield, Animal Kinship, Invisibility, Sixth Sense, Divinity, Weapon Skills and Healing. It's up to you to find out which are the best skills to choose, but Sixth Sense is a must 'cos it's the only way to avoid dead ends and traps.

As you stomp your way through the many rooms that make up the fortress, you're attacked by various forms of evil creature. Gargoyles spit missiles, krows swoop down and drain your energy and evil mirror images of yourself attack without mercy. You can kick and punch your attackers, or with a press of the fire button, whip out your dirty great sword and hack a few limbs off.

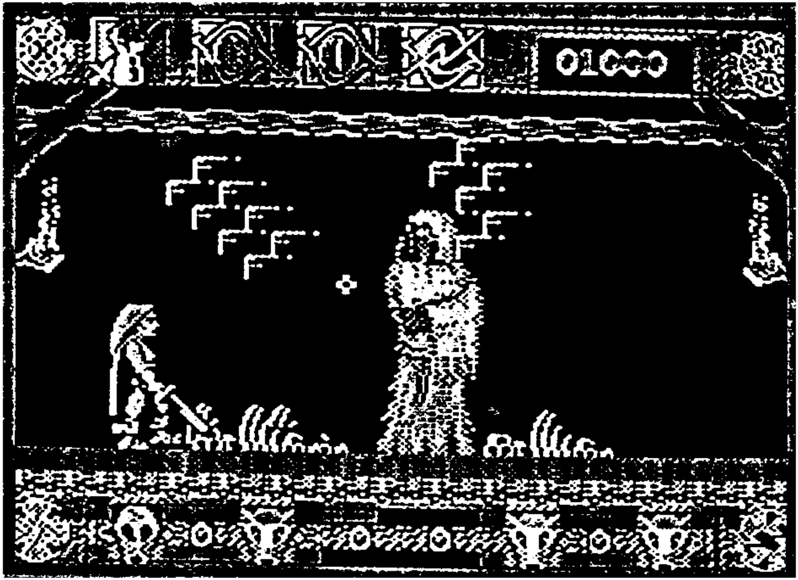
Energy bars are the thing to watch in battle. When an opponent's blow connects, your energy bar drops, and when you hit back, *his* drops. When your bar drops to zero, one of the wolf heads at the bottom of the status panel (there are four) turns to a skull. When all four skulls are shown, Lone Wolf dies. Thankfully, when an opponent's bar is diminished, he engages in bucket-kicking larks too.

It's a long time since Audiogenic announced the imminent arrival of *Lone Wolf*, the computer game—about two years, in fact. According to Audiogenic, the game's been rewritten, but it looks and plays the same as the preview copy.

The main character is certainly big and well-drawn, as are the rest of the sprites, but control response is a little on the sluggish side, annoying when trying to negotiate a particularly tricky trap. One curious feature is the ability to switch between colour and monochrome graphics modes. Useful if you're playing on a black and white telly.

Despite the long wait, *Lone Wolf* is a playable slash-'em-up that I highly enjoyed; it should appeal to arcade adventurers everywhere.

MARK 83%



• Oo-er! That's a bit big and spooky! Quick, *Lone Wolf*, get your chopper out!

NICK I really enjoyed playing *Lone Wolf*. It may look like just another beat-'em-up but it has a lot more in it than that. The variety of attackers keeps you on your toes, and as the number of Kai skills you can carry is restricted to four of the available eight, each game can be different! It took me a while to get started: unless you know exactly what to do and when, you can get stuck on the early screens for hours. There are annoying elements to the game. The maniac birds that fly about make you drop to the floor at the slightest touch and you can't swipe at them when you're climbing a ladder. However, *Lone Wolf* is an excellent game, a mixture of beat-'em-up and strategy that'll keep you glued to your computer for ages. To add an extra special touch, you get a free solo role-playing adventure book with the game (generous, eh?)!

88%

RATING

A simple but entertaining game with good variety of action

PRESENTATION	85%
GRAPHICS	84%
SOUND	80%
PLAYABILITY	88%
ADDICTIVITY	89%
OVERALL	**85%**

THE DARKE CRUSADE

By Joe Dever

After a session in one of East London's drinking holes I was challenged by the spiky-haired one to have a go at **Joe Dever's** latest game book, *The Darke Crusade* (Red Fox, paperback, 350pp, £3.99).

In *The Darke Crusade*, you play the role of the warrior Lone Wolf, Kai Grand Master of Sommerlund, and your task is to overcome the rigours of the Hellswamp and defeat the Drakkarim legions of Warlord Magnaarn to prevent this minion of evil possessing the Doomstone of Darke. Nothing could be simpler—or could it?

Starting your quest is fairly simple thanks to the easily assimilated rules at the beginning of the book. Indeed, you don't even need dice to roll up your character's stats: close your eyes and hit the random number tables. Then, armed with five items of equipment and four Grand Master Disciplines, you're fit to take on anything Warlord Magnaarn sees fit to throw at you.

I draw a veil over my first five ignominious failures to complete the quest in favour of the sense of achievement when my killing blow vanquished Magnaarn and destroyed the Nyras Sceptre. Harmless hack and slash fun—I can't wait to try another one.

Alan Crump

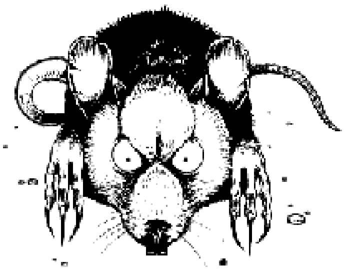
The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: STEWART PILLING
Age: 15
Address: England
Hobbies: Lone Wolf, PBMs, most sports.
Would like a zany pen-pal, any nationality, male / female, preferably with similar interests.

Name: ROLAND MOREHOUSE
Age: 17
Address: USA
Hobbies: All Joe Dever books, fantasy & sci-fi books, drawing, adventure games (D&D beginner).
Would like a pen-pal with similar interests, any age, nationality, male or female.

Name: JESSE WYATT
Age: 8
Address: Australia
Hobbies: Computers, books, Lone Wolf, Jim Croce, MC Hammer, Chuck Berry, Londonbeat, basketball, gym.
Would like a male / female pen-pal, any age, into Lone Wolf and computer games.



Name: JEREMY JOHN MYERS
Age: 15
Address: USA
Hobbies: Lone Wolf, bike riding, reading sci-fi & sci-fantasy, making wooden replica weapons (medieval), computer games.
Would like a pen-pal, male / female, aged 13–18, preferably with similar interests.

Name: JAMIE COLLINSON
Age: 11
Address: England
Hobbies: Lone Wolf, rifle / pistol shooting, reading, basketball, most sports, Sega games, writing.
Would like a pen-pal, male / female, aged 11–13 with similar interests. Send photo!

Name: SAW MENG LEONG
Age: 17
Address: Singapore
Hobbies: Lone Wolf, FF, fantasy, fantasy art, music, computers (modem-related stuff), computer adventure games.
Would like an overseas pen-pal, aged 15–19ish, not necessarily same interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 39 Corfe Way, Broadstone, Dorset, BH18 9ND

GAMESMASTER INTERNATIONAL 1991

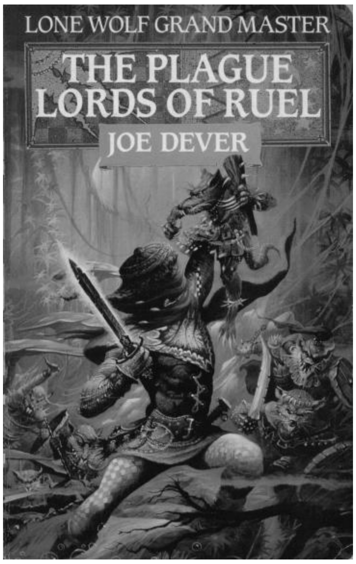
FANTASY AWARDS

The first Lone Wolf Grand Master adventure "The Plague Lords of Ruel" scored top marks in the 1991 GamesMaster International Awards. Here's how GMI readers voted for their game favourites this year—

GAMESMASTER INTERNATIONAL 1991 FANTASY AWARDS

- **BOARD GAME**
  - ① ***Aliens*** (Leading Edge Games)
  - ② ***Talisman*** (Games Workshop)
  - ③ ***HeroQuest*** (Milton Bradley)
- **TABLE-TOP SYSTEM**
  - ① ***Pendragon 3rd Edition*** (Chaosium)
  - ② ***Cyberpunk 2000*** (R Talisorian Games)
  - ③ ***Middle Earth*** (Iron Crown Enterprises)
- **RPG SUPPLEMENT**
  - ① ***Undead*** (Mayfair Games)
  - ② ***Cthulhu Classics*** (Chaosium)
  - ③ ***Rolemaster Companion*** (Iron Crown Enterprises)
- **PBM GAME**
  - ① ***Quest*** (KJC)
  - ② ***Hunting II*** (DMC)
  - ③ ***Phantasmech*** (Crasiworld)

● **SOLO GAME BOOK:** Are gamebooks dead? Not according to the fans of *Lone Wolf* author **Joe Dever**. Last year saw Dever taking up the Kai Lord's saga once more—exclusively previewed in **GMI** last October—and readers voted in droves. The result? *The Plague Lords of Ruel* had no competitors.



- **COMPUTER RPG**
  - ① ***Chaos Strikes Back*** (Mirrorsoft)
  - ② ***Ultima VI: The False Prophet*** (Origin / Mindscape)
  - ③ ***Champions of Krynn*** (US Gold / SSI)
- **MINIATURES RANGE**
  - ① **Alternative Armies**
  - ② **Citadel**
  - ③ **Mithril (Prince August)**
- **FANTASY BOOK**
  - ① ***The Lion of Macedon*** (David Gemmell)
  - ② ***Guards! Guards!*** (Terry Pratchett)
  - ③ ***The Fortress of the Pearl*** (Michael Moorcock)
- **FANTASY SHORT STORY**
  - ***Live In Elizabeth* (J Shirley)**
- **SCIENCE FICTION BOOK**
  - ① ***The Difference Engine*** (William Gibson and Bruce Sterling)
  - ② ***Use of Weapons*** (Iain M Banks)
  - ③ ***Hermetech*** (Storm Constantine)
- **SCIENCE FICTION SHORT STORY**
  - ① ***What's it like to kill a man*** (J Shirley)
  - ② ***A Snapshot Album*** (David Langford)
  - ③ ***Blood Sisters*** (Greg Egan)
- **SOLO GAME BOOK**
  - ***The Plague Lords of Ruel*** (Joe Dever)
- **FANTASY / SCIENCE FICTION FILM OR VIDEO**
  - ① ***Total Recall***
  - ② ***Terminator***
  - ③ ***Hardware***
- **LRP GROUP**
  - ① The Spirit of Adventure
  - ② The Labyrinthe
  - ③ Fools and Heroes
- **ROLE-PLAYING COMPANY OF THE YEAR**
  - ① **Chaosium**
  - ② **Iron Crown Enterprises**
  - ③ **FASA**

GAMESMASTER INTERNATIONAL ALL-TIME GREATS FANTASY AWARDS

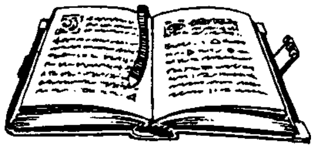
* * * * * * * * * *

- **BOARD GAME**
  - ① ***Talisman*** (Games Workshop)
  - ② ***HeroQuest*** (Milton Bradley)
  - ③ ***BattleTech*** (FASA)
- **TABLE-TOP SYSTEM**
  - ① ***Cyberpunk 2020*** (R Talisorian)
  - ② ***Advanced Dungeons & Dragons*** (TSR)
  - ③ ***Warhammer 40,000*** (Games Workshop)
- **RPG SUPPLEMENT**
  - ① ***Forgotten Realms*** (TSR)
  - ② ***Lords of the Middle-Earth*** Vol. 1, 2 and 3
  - ③ ***Cthulhu by Gaslight*** (Chaosium)
- **PBM GAME**
  - ① ***It's A Crime*** (KJC)
  - ② ***Legend*** (Rhann Games)
  - ③ ***Hunting II*** (DMC)
- **COMPUTER RPG**
  - ① ***Dungeon Master*** (Mirrorsoft)
  - ② ***Bard's Tale II*** (Interplay / Electronic Arts)
  - ③ ***Ultima VI: The False Prophet*** (Origin / Mindscape)
- **MINIATURES RANGE**
  - ① **Citadel**
  - ② **Ral Partha**
  - ③ **Alternative Armies**
- **FANTASY BOOK**
  - ① ***Lord of the Rings*** (J R R Tolkien)
  - ② ***Mort*** (Terry Pratchett)
  - ③ ***Legend*** (David Gemmell)
- **FANTASY SHORT STORY**
  - ① ***Findings*** (Michael Scott Rohan)
  - ② ***Ill Met In Lankhmar*** (Fritz Leiber)
  - ③ ***Elric of Melniboné*** (Michael Moorcock)
- **SCIENCE FICTION BOOK**
  - ① ***Dune*** (Frank Herbert)
  - ② ***Neuromancer*** (William Gibson)
  - ③ ***The Hitch-Hiker's Guide to the Galaxy*** (Douglas Adams)
- **SCIENCE FICTION SHORT STORY**
  - ① ***Dogfight*** (William Gibson)
  - ② ***Burning Chrome*** (William Gibson)
  - ③ ***Count Zero*** (William Gibson)
- **SOLO GAME BOOK**
  - ① ***The Plague Lords of Ruel*** (Joe Dever)
  - ② ***Warlock of Firetop Mountain*** (Steve Jackson and Ian Livingstone)
  - ③ ***Castle Death*** (Joe Dever)
- **FANTASY / SCIENCE FICTION FILM OR VIDEO**
  - ① ***Aliens***
  - ② ***Highlander***
  - ③ ***Star Wars***
- **LRP GROUP**
  - ① **The Labyrinthe**
  - ② **Spirit of Adventure**
  - ③ **Fools and Heroes**
- **TOP ROLE-PLAYING COMPANY**
  - ① **TSR**
  - ② **Chaosium**
  - ③ **Steve Jackson Games**

● **SOLO GAMEBOOK:** This really was a two-horse race between **Steve Jackson** and **Ian Livingstone's** *Fighting Fantasy* series and **Joe Dever's** *Lone Wolf*. It was neck and neck for the top slot, but we suspect Dever's continuing productivity and consequently higher profile eventually gave him the edge.

The Plague Lords of Ruel just beat the classic *The Warlock of Firetop Mountain* (Steve Jackson and Ian Livingstone). *Castle Death* (Joe Dever) was placed third.

Other nominations went to *The Omega Zone* (Joe Dever), *City of Thieves* (Jackson and Livingstone) and *The Shamutanti Hills* (Jackson and Livingstone).



News from the Monastery

Joe has recently completed work on the script of the first Lone Wolf Graphic Novel, called—

‘The Skull of Agarash’

It is a Grand Master adventure set in the summer of the year MS 5077, which chronologically places it between Lone Wolf gamebooks 16 and 17. Steve Edgell, leading graphic novel editor at Fleetway Publications, has been hired to help illustrator Cyril Julien with the visualizations. Presently they are busy at work preparing the drawings for publication on April 2nd, 1992.

Attention all Lone Wolf Club members who live in the Irish Republic! Joe Dever will be guest of honour at “Gaeleon ’91”—Ireland’s national games convention, to be held on 26th–28th October at the Royal Hospital, Kilmainham, Dublin 8. Competitions and participation games will include CoC, Warhammer FRP, Paranoia, AD&D (team & individual), and MegaTraveller. There will be many tabletop competitions. freeforms, trade stands and events. Entrance fee will be £3 per day, or £8 for all three days. For more details contact: GaelCon, Irish Games Association, C/o The Secretary, 24 Tonlegee Rd., St Brendan’s Est., Dublin 5, Eire.

UK members should look out for an appearance by Joe Dever on the ‘MotorMouth’ TV show—9.30am Saturday November 9th, 16th, or 23rd on ITV. Joe will be talking about the Lone Wolf books and he will be displaying his collection of fantasy miniatures (about 9,000!) on a scenic table measuring 24ft x 6ft. The scenic table will be dressed to depict the mass battle which takes place between the Lencians and the Drakkarim at the end of ‘The Darke Crusade’.

Stay tuned for another interesting TV show that’s coming your way in January 1992. UK’s Channel 4 TV is making a series of ten half-hour shows entitled “GAMESMASTER” which will showcase mainly computer and video games. Each show will feature two Masters-of-Ceremonies—one will be a computer-generated personality called the ‘GamesMaster’ (sort of like Max Headroom!), and the other will be human. Shows will be recorded in front of a live studio audience in a converted old gothic church somewhere in West London. Some of the things you can expect to see are reviews of all the latest computer & video game releases, three games played live and competitively in the studio between games fans and industry ‘names’ (designers, programmers, software company bosses etc.), special features about new products (e.g. CDTV, Sega Master System), plus games personality profiles. Joe Dever will be appearing on the show in January; he’ll be one of the games personalities profiled by the GamesMaster, and he’ll be one of the show’s panel of games experts reviewing software. The show will go out on a mid-week day between 6.30–7.30pm on Channel 4’s youth slot—DEF 2.

Arrow Books have recently contracted Joe Dever and John Grant to write a further four novels in the successful ‘Legends of Lone Wolf’ series. Last month (Sept. ’91) Joe and John delivered the typescript to “The Book of the Magnakai”, the eighth Lone Wolf ‘Legends’ novel. The date of publication of this title is set for late 1992.

Just for the record—here are the publication dates for the remaining 1991 Lone Wolf books:

Legends of Lone Wolf 6—“The Sacrifice of Ruanon”—October 24th 1991

Lone Wolf 16—“The Legacy of Vashna”—December 5th 1991

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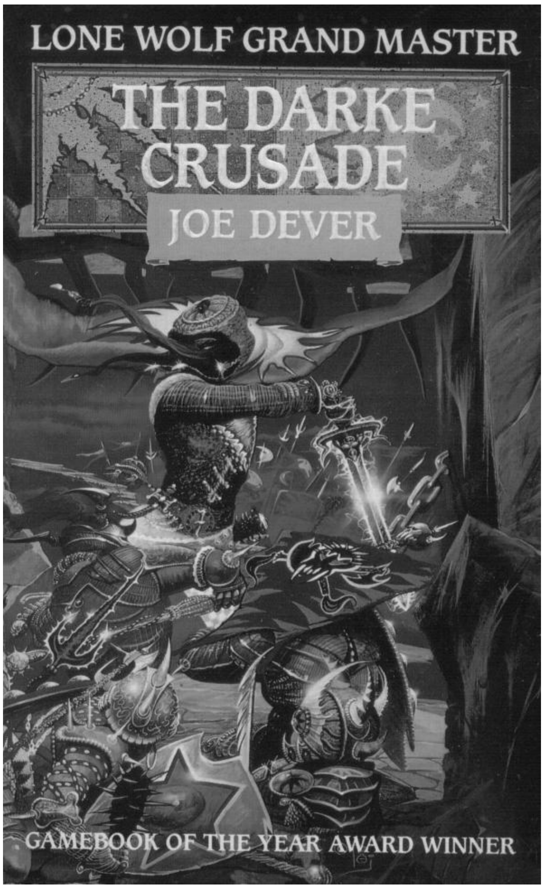

COMPETITION RESULTS

KAI GRAND MASTER
MASTER QUIZ

Issue 17's 20-question mega-quiz brought in hundreds of correct entries from Kai Grand Masters worldwide. Here are the correct answers ad winners' details:

(1) Ruins of Raumas, (2) Lord Axim of Ryme, (3) Storm Giant Pass, (4) Tanoz-tukor, (5) West Talestria, (6) 1,000, (7) Luvias Kort, (8) An entrance to the city of Zaaryx, (9) Loren, (10) Boradon, (11) Carag [Cesspit], (12) Nadazgada ['Darkflame'], (13) Prince Cillan of Tyssek, (14) Crypt Spawn, (15) 'Horse', (16) Feast of Fehmarn, (17) Isle of Morn, (18) Baron Avan Caldar, (19) Starn, (20) False.

WINNER	ANDREW TIPHOOK of Ashford, Kent
RUNNERS-UP:	ANIL PATEL of Leeds, Yorks
	TONY MULHOLLAND of Melbourne, Aust.
	JOEY WARD of Springfield, Mi. USA

THE PLAGUE LORDS OF RUEL COMPETITION

Issue 18's 'Plague Lords' competition was almost as popular as the Grand Master Mega-quiz. Here are the correct answers and winner's details:

(1) 100 feet, (2) Elder Magi of Dessi & Herbwardens of Bautar, (3) In Caron, (4) Tzargs, (5) Arch Druid Cadak, (6) By air, (7) Vazhag, (8) The Battle of Vellino, (9) Cut off by a Drakkar's axe, (10) Cordask, (11) False, (12) Exterminus, (13) 10 hours (14) Special spectacles, (15) Golden Star of Palmyrion, (16) Elector Manatine, (17) 4 Grand Master disciplines, (18) Noraa & Monad, (19) Fort Zio, (20) The Lourden Grails.

WINNER:	ALEX CURTIS of South Brent, Devon.
RUNNERS-UP:	DOUG MATHERS of Los Angeles, Ca. USA
	PETER DAVIES of Newcastle-on-Tyne
	ANDRE LEFEVRE of Lyons, France.

ORDER FORM

BOOKS ORDERED ON THIS FORM HAVE BEEN SIGNED BY THE AUTHOR
—JOE DEVER

by Joe Dever

			£	$	No. req'd	Total
Book	1:	Flight from the Dark	£3.50	$6.95		
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Book	12:	The Masters of Darkness	£3.99	$7.90		
Book	13:	The Plague Lords of Ruel	£3.99	$7.90		
Book	14:	The Captives of Kaag	£3.99	$7.90		
Book	15:	The Darke Crusade	N.Y.A.	N.Y.A.		
Book	16:	The Legacy of Vashna	N.Y.A.	N.Y.A.		

WORLD OF LONE WOLF
by Ian Page & Joe Dever

Book	1:	Grey Star the Wizard	O.O.S	O.O.S		
Book	2:	The Forbidden City	£2.25	$4.45		
Book	3:	Beyond the Nightmare Gate	£2.25	$4.45		
Book	4:	War of the Wizards	£2.25	$4.45		

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LEGENDS OF LONE WOLF
by Joe Dever & John Grant

Book	1:	Eclipse of the Kai	£3.50	$6.95		
Book	2:	The Dark Door Opens	£3.50	$6.95		
Book	3:	The Sword of the Sun	£3.50	$6.95		
Book	4:	Hunting Wolf	£3.50	$6.95		
Book	5:	The Claws of Helgedad	N.Y.A.	N.Y.A.		
Book	6:	The Sacrifice of Ruanon	N.Y.A.	N.Y.A.		

THE MAGNAMUND COMPANION *[Guide to the world of Lone Wolf]*	£3.99	$7.90		

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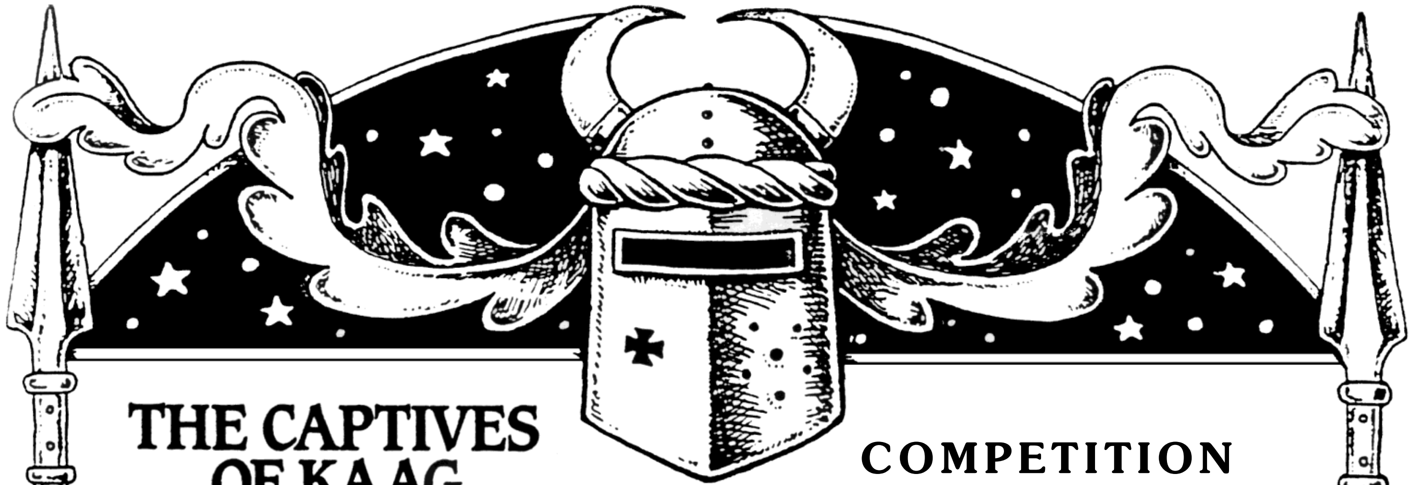
5	£1.83	$16.00	£2.40
6	£2.20	$18.25	£2.95
7+	£2.45	$20.00	£3.50

N.Y.A. = Not yet available
O.O.S. = Out of stock



THE CAPTIVES OF KAAG

COMPETITION

This issue's competition is based around events and details which can be found in the second of the Lone Wolf Grand Master gamebooks.

All you have to do is answer the questions correctly (neatly on a separate sheet of paper), then send it, together with your name, address, Kai rank and age, to the club at the address shown below.

All entries must be submitted no later than 1st February, 1992. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 28th February 1992.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a special pre-publication copy of Joe Dever's 3-hour Lone Wolf Audiobook - "Eclipse of the Kai". The next 3 correct entries will win signed copies of Lone Wolf 15 –

The Darke Crusade

1. How long does Lone Wolf have to complete his mission?
2. Name the octopoid creature which emerged from the tile mosaic.
3. How did Lone Wolf gain entry to the Citadel of Kaag?
4. The warring factions inside Kaag were former followers of two Darklords. Name the Darklords.
5. What was living in the skulls that littered the road to Kaag?
6. Name the Drakkarim war-boar.
7. Name the creatures that the Nadziranim use as 'instruments of assassination'.
8. What was the answer to the puzzle in entry no. 127?
9. Name the wild bear-like creatures who are native to the stormy northern coasts of the Darklands.
10. In Kaag, what were the two warring factions fighting for control of?
11. Which Darklord was known by the emblem of a bloodied scythe?
12. Who were the undead humans that Lone Wolf encountered in Kaag?
13. Name the volcanic range that lies between Kaag and the ruins of Helgedad.
14. How many legs has a Zavaghar?
15. It has red reptilian skin covered with fine barbs, a mass of coal-black hair, and sharp, chisel-shaped teeth. What is it?
16. What kinds of machines-of-war were mounted along the battlements of the south wall of the Kaag Citadel?
17. Banedon was held prisoner upon a raised platform reached by a staircase. From what material were the handrails of this staircase made?
18. In which year (MS) was 'The Captives of Kaag' set?
19. What trophy hung from the South Gate of Kaag?
20. Which of the following Special Items is the odd one out?
    SOMMERSWERD / BLACK CUBE / KAGONITE CHAINMAIL

Send your answer sheet (with your name, address, age & Kai rank details) to: THE LONE WOLF CLUB (Q20), 39 Corfe Way, Broadstone, Dorset, BH18 9ND, England.

LONE WOLF CLUB

Newsletter No. 21

The sixth exciting novel in the Legends of Lone Wolf series—

THE SACRIFICE OF RUANON

And, the sixteenth adventure in the Lone Wolf gamebook series—

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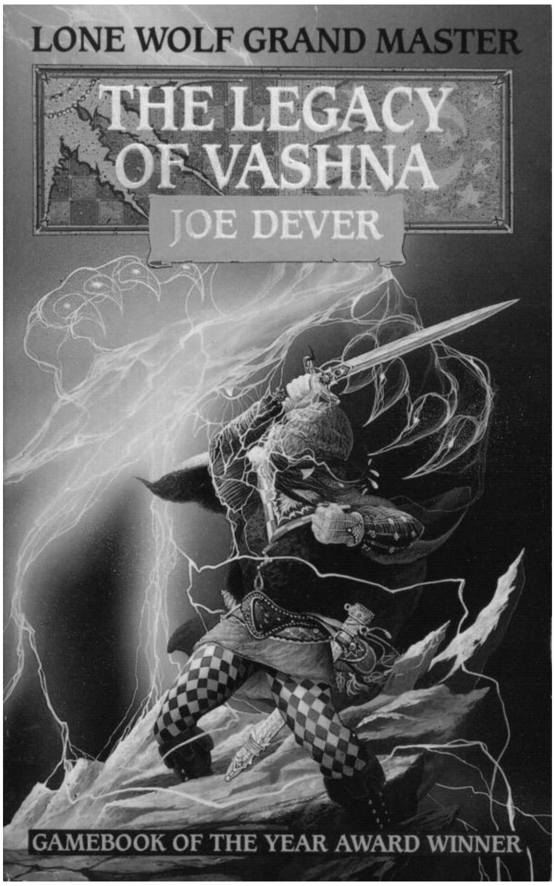
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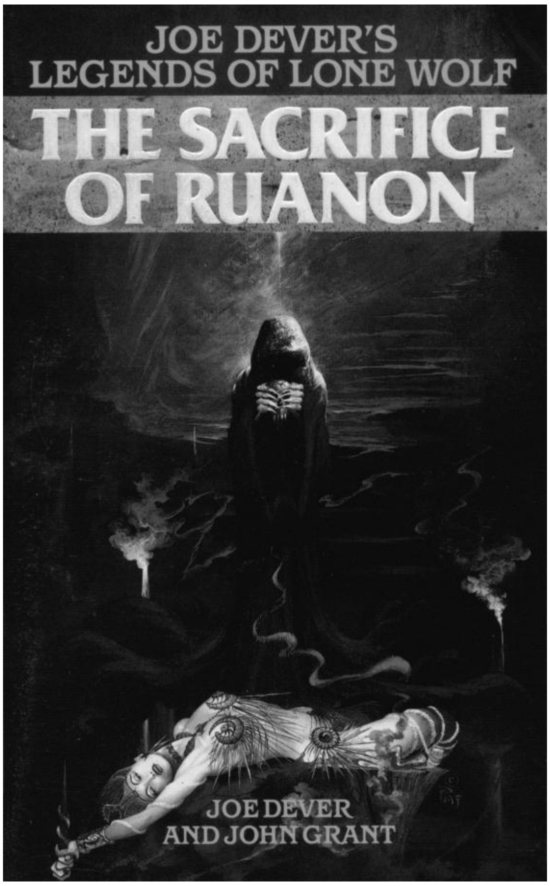
JOE DEVER'S LEGENDS OF LONE WOLF
THE SACRIFICE OF RUANON
JOE DEVER AND JOHN GRANT

THE ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK & WILD WEASEL

by Kai Grand Master Michael Hole
[with a contribution from K. Coleman]

PART FIVE: Swift Death!

“Left a touch,” said Wild Weasel. Firefly tugged the helm in response and corrected the slim boat’s course through the sluggish brown waters of the River Dorn. Firefly, like his fellow Kai Lords, was beginning to enjoy the responsibility that had been conferred on him ever since Lone Wolf had bid them farewell in Ragadorn. Despite their worries, his leaving hadn’t been as bad as they had expected. In a small way, Firefly was actually glad that his master bad gone because he felt at last that they could get on with the mission and prove themselves worthy. But Firefly also knew that in some way it was unfortunate that Lone Wolf was no longer around; his sixth senses were warning him that the journey ahead would not be without its dangers.

Two hours out of Ragadorn the waters of the River Dorn grew wider, yet the current was still barely perceptible, making the upstream rowing easy for the three rowers—Wild Weasel. Black Hawk, and Sabre Fox. They stroked the oars in a slow but perfectly timed rhythm as they stared absent-mindedly at the barren Wildland plain that extended to the horizon on both sides, beyond the shallow river banks of the Dorn. The prisoners—Dolby, Iylpos, and Adwar, sat shackled to their seats, staring gloomily at the bleak landscape. They were visibly depressed with their lot, yet Firefly could sense that they were not entirely without hope. After a while, Firefly noticed a flock of grey birds approaching from the north. Twice they circled around the boat before the leading pair dived towards the water, hitting the surface less than a hundred yards to stern. For a few seconds they disappeared completely, then they burst into view and soared skywards, each with a wriggling silvery fish clamped securely in its beak. The other birds followed their example, although few were as successful in catching lunch as the first two. The diving birds provided unexpected entertainment, and also an unexpected windfall. The surface of the river ahead seemed suddenly to boil. Then a shoal of excited fish, stirred to a frenzy by the feeding taking place downstream, began leaping out of the water in all directions. When at last their excitement abated, at least a dozen of their silvery brethren found themselves flapping around in the bottom of the boat. Prisoner Iylpos cursed and shuddered as one of the slimy fish leapt up and whacked him squarely in the face.

“Don’t get flustered!” laughed Black Hawk. “You’ll feel better about the fish come suppertime!”

Iylpos turned awkwardly and glared over his shoulder, his wet face twisted into a grimace of pain. Clearly his bonds were causing him some discomfort.

“Hey, Black Hen! These ropes are cuttin’ m’hands off. How’s about loosening them a touch, eh!”

Black Hawk considered his answer carefully. “You’ll just have to bear it for now. We’ll stop for a meal in an hour or so . . . you’ll have your bonds loosened then—not before. Is that clear?”

Iylpos growled his dissent. Clearly he hated being tied up, yet he hated even more being dictated to by an eighteen-year-old Kai. Reluctantly he turned his back on Black Hawk and resumed his sulking in silence.

Onward the boat continued, occasionally passing other small craft travelling downstream. Then, after nearly an hour, they entered a narrower section of the Dorn where big-boughed trees lined the riverbanks, their twisted branches intertwining as they overhung the murky river to form a threadbare canopy. Excitedly the birds twittered overhead as the boat passed into the cool, shadowy passage. Rays of weak sunlight filtered down from above, casting patches of light on the boat and the surrounding waters. Every now and then they would pass through swarms of tiny insects that affixed themselves to moist parts of the face—their eyes, mouths, nostrils. The Kai used their discipline of Animal Control to repel the unwanted pests, but the prisoners were not so fortunate. Tied up and helpless, they coughed and retched their way all through the tunnel. It was not until the boat emerged into the full daylight that the insect swarms abandoned their captive ‘feast’ and returned to their shadowy lair.

Firefly made good work of guiding the boat through the shallows to a firm mooring on the left bank. The oars were secured and the prisoners, with their hands still tied, were helped off the boat one by one. With the others’ consent, Firefly took charge of the provisions and set about making a meal which he augmented with herbs and roots he discovered along the river bank. He also found some red-domed mushrooms growing out of a rotting trunk, but his Kai instincts warned him at once that these were poisonous. One bite could be enough to cause mind-bending hallucinations and long-lasting psychic damage; two bites would cause swift and certain death. Until he made the discovery he was thinking that the Wildlands were not quite the inhospitable place he had been led to believe. As he threw the mushrooms away into the river, he looked up and stared at the surrounding barren bleakness. “Yes,” he mumbled to himself, “they were right about the Wildlands after all.”

Firefly returned to the others who had, by now, dealt with the prisoner’s individual needs (loosening bonds, allowing them to relieve themselves in the nearby bushes, etc.) and settled them in a circle on the riverbank. A small fire was crackling in anticipation of Firefly’s return, and he wasted no time in preparing a surprisingly good meal. Even the prisoners were impressed. The rest and a full stomach did wonders for their morale and, for the first time since leaving Holmgard, they seemed to warm to their Kai captors. The Kai, in return, accepted their joviality for what it was worth, thankful that it might make their task a little easier. Yet none of the Kai was deceived by the change of mood of their captives in any way—they still regarded them for what they were: dangerous criminals who would slit their throats at the first opportunity.

Once the food was finished, they struck camp and took to the river once more. The miles slipped by easily, but so did the sun. Darkness was fast approaching. The cordiality of the prisoners had gradually faded and now all that could be heard was the steady splash of the oars. With twenty miles behind them and daylight fading, the Kai were eager to find a place to moor for the night. It took them longer than they were hoping for, but at last a suitable section of riverbank was found where an overnight camp could be set up. Without a word, each of them fulfilling their allotted roles with quiet professional efficiency, the young Kai disembarked the prisoners, set up camp, prepared a meal and posted a guard—Black Hawk—for the first watch.

The night was chilly yet it passed without incident, save for the distant howl of an unseen creature that momentarily set Firefly’s pulse racing. At dawn, Firefly, who was on the last watch, went around and woke his companions with a not-too-hard kick to the soles of their feet. Wearily in turn they each sat up, rubbing their eyes and those muscles that were now aching from the first day’s rowing. Firefly set about his allotted task as the company’s cook and began to prepare breakfast, whilst the others roused the prisoners and attended to the boat in readiness for the day’s journey. It was shortly after the morning’s meal that Black Hawk received an unwelcome surprise. He had gone upstream along the bank to answer a call of nature and wash himself, when suddenly he noticed something floating downstream. Nausea rose in his throat when he recognized it to be the mutilated remains of a horse. Its head was almost severed, attached to the trunk by little more than a flap of skin. Great bubbles of blood surrounded the body, occasionally bursting to send a vein of blood trailing through the water. Huge chunks of flesh were missing from the hindquarters, as was the tail of the unfortunate beast.

“Gruesome,” said Sabre Fox, as he approached Black Hawk.

“Gruesome, indeed,” replied Black Hawk, his face pale with revulsion. Together the two Kai returned to the encampment without speaking, each trying hard to banish the unnerving sight of the mutilated horse carcass from their minds. When they got back they discovered that the horse’s remains had not passed by the camp, and they assumed that it must have sunk somewhere in the river.

Probably attacked by wildland wolves," said Wild Weasel.

"Probably so," retorted Black Hawk. His reasoning seemed sound . . . why then were the Kai unconvinced? Only time would tell.

A slow and arduous hour of rowing lay ahead as the Kai, aching from the previous day's exertions, struggled to find their rhythm. Wild Weasel took the helm and found his work cut out for him as he tried to co-ordinate his companion's efforts. There was no getting away from it—they were all over the place! Frantically he shouted instructions:

"Black Hawk—pull more to the right! . . . Firefly, you're giving it too much left arm—ease back a bit . . . come on, Sabre Fox, make an effort. Put your back into it!"

Despite his orders the boat continued to zigzag awkwardly through the brown water. So concerned was Wild Weasel in trying to achieve a straight course that he completely forgot the other important function of the helmsman—to make sure the boat does not hit anything. Just as he was getting the boat in an almost straight line they came upon a bend in the river and, before he could get his companions to react, they hit a boulder close by the shore. The glancing collision punctured the hull and caused a plume of foul water to gush into the boat. The narrow craft tipped violently to starboard and the prisoners screamed in panic; they were tied to their seats and understandably they were terrified that they would be drowned if the boat capsized or went down. Sabre Fox let out an un-Kai-like squeal as the boat dipped further, bringing his face to within an inch of the river's surface. He recoiled and his sudden movement sent the stricken vessel rolling in the opposite direction. This sudden turn around added to the confusion. Sabre Fox tumbled backwards and was unable to stop himself from falling overboard. Wild Weasel made a wild grab for his friend's hand and was dragged overboard for his trouble. Meanwhile, Firefly was cutting the ropes which held the prisoners to their seats and was quickly bundling them out of the boat to lighten the load. He was determined to save the sinking vessel, yet although was doing the right thing, it was already too late. Cursing their luck, Firefly and Black Hawk, the last two, reluctantly abandoned the boat as it slipped below the surface. The Kai each grabbed a prisoner, whose hands were still tied, and swam the short distance to the shore. Like bedraggled beggars, the Kai and their charges dragged themselves onto the muddy shore and lay there for a few moments until their coughing and retching subsided. Sabre Fox was the first to recover fully and he immediately attempted to rescue some of their provisions. He succeeded in retrieving one bundle which contained strips of dried meat and potatoes, but the noisome waters of the Dorn had seeped through the protective wrappings and now the food was clearly unfit for consumption. Sabre Fox cursed aloud and kicked the muddy ground in frustration knowing that those other bundles that remained roped inside the sunken boat were likely to have suffered a similar fate by now. One moment's carelessness had cost them dear.

"What are we going to do now?" said Wild Weasel, daring to voice the question that was running through the minds of all the Kai. A long and awkward period of silence followed until Black Hawk chose to answer:

"There's only one thing we can do—we go on . . . on foot."

Firefly gave a nervous laugh. "On foot?! Are you crazy? We're miles from anywhere and we have no food or fresh water." The stench of the Dorn was beginning to rise from their sodden tunics and it made Firefly's point about a lack of fresh water seem especially relevant.

"Remember Lone Wolf's words," said Black Hawk, rising to the challenge, "'live off the land.'"

"Oh, yes," replied Firefly, sarcastically, "we'll live off the land shall we. Have you had a look at this particular bit of land we've arrived at recently?"

Black Hawk did not need to look around to know that they were in a particularly ugly part of the Wildlands.

"Come on. We mustn't allow this setback to drag us down. We've still got a job to do and I for one am determined to get the job done."

Begrudgingly, the others, including Firefly, agreed with Black Hawk's sentiment and set about recovering what little they could before setting off along the riverbank. The prisoners, despite all that they too had been through, remained uncannily quiet and docile throughout. Black Hawk was grateful for this at least; Firefly was deeply suspicious.

Damp and dejected, the company of the Kai and their three prisoners wended their way northwards in single file along the Dorn. During their trek they encountered two Ragadornian adventurers who were returning from a dangerous hunting trip to the borderlands of the Maakenmire Swamp. The two hard-faced hunters gave them a haunch of meat that they had left over from a recent kill, and told them about a small village on the banks of the Dorn that lay about twenty miles further north.

"If you be headin' for Maakenmire, you better be on y'guard." said the older of the two, "the Gourgaz are cunning this season."

"Aye," said his companion, pensively, "there were three of us when we started out. The Gourgaz ambushed us. The last we saw of our friend was when 'e was being dragged away into the jungle by his foot."

"Don't you mean 'feet'," said Firefly, attempting to correct the Ragadornian's grammar.

"Nah!" retorted the man. "I mean foot. He'd had 'is other one chewed off by then."

The Kai looked at each other and blanched. "Thanks for the food and have a safe journey home," said Black Hawk, saluting the two hunters as they made ready to go. The two Ragadornians grunted their reply and left. They had gone about fifty yards or so when the Kai suddenly heard them laughing.

"Do you think they were telling us the truth about what happened to them at Maakenmire?" said Wild Weasel, seemingly to no one in particular.

"Yes," said Black Hawk. "I believe them." And so did the other Kai—their sixth senses indicated it was so.

The news that there was a village within a day's hard march did much to rekindle their determination to press on. Black Hawk set a fast pace and, although the prisoners complained unceasingly, they did their best to achieve a target of four miles every hour. However, the stiff pace took its toll and long before the village was anywhere in sight, the company were slowed by hunger. They decided to rest awhile and Firefly set about preparing the haunch of meat given to them by the Ragadornian hunters. It was then he suddenly realised why they had laughed; the haunch was part of a Gourgaz thigh. The meat was tough and reptilian and, despite Firefly's best efforts and the gnawing hunger of the company, no- one could bring himself to eat the greenish flesh. Sabre Fox volunteered to go in search of some live game and Firefly agreed to accompany him while the others watched over the prisoners. For nearly an hour they stalked the surrounding barren wasteland and were on the brink of giving up when, quite unexpectedly, Sabre Fox noticed something in the distance, something which did not quite fit in with the natural landscape. Curious and hungry, he and Firefly went forward to investigate. He was half expecting to find another dead horse, like the one he'd seen earlier that day, but when he got to the site he found that it was no horse. For a few moments the two of them stood in silence, stunned by the sight which lay before them. Spread across the ground were the torn and shredded remains of a young boy who, when living, could have been no older than fifteen years at most. His throat had been eaten out and the massive, bloody wound was still wet indicating that the attack was recent. An arm and part of a leg were missing although, to his dismay, Firefly was to find these limbs lying nearby. Slowly the two Kai Lords approached the sorry remains and looked with pity and revulsion at the face of the dead boy; it was frozen into a mask of terror.

"What in Ishir's name could have done this?" whispered Firefly, fearing an answer.

"The same creature, I suspect, that was responsible for the death of the horse that Black Hawk and I saw in the river this morning," replied Sabre Fox. "Come, Firefly, we should do the decent thing."

And with that, he and Firefly set about burying the remains of the boy in a shallow grave which they then marked with a pile of stones. They said a short prayer to Kai to watch over the spirit of the unknown victim then, with heavy hearts, they returned empty-handed to their companions and the prisoners on the banks of the Dorn.

Next episode: THE VILLAGE

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: GARETH WES NEWMAN
Age: 13
Address: England
Hobbies: Lone Wolf, Freeway Warrior, heavy metal, computers.
Would like a US pen-pal, male or female, preferably a 13–16 year old Guns'n'Roses fan who likes Bill & Ted.

Name: D J BRAISER
Age: 11
Address: California, USA
Hobbies: All books, especially Joe Dever's, swimming, archery, rifle shooting.
Would like a pen-pal with similar interests, any age, nationality, male or female. Send a photo!

Name: JONATHAN HODSON
Age: 13
Address: England
Hobbies: Lone Wolf, painting miniatures, soccer, badminton, Sega games.
Would like a pen-pal, male / female, aged 13–15 with similar interests.

Name: CHARLES GHENT
Age: 14
Address: South Carolina, USA
Hobbies: Video games, reading, Lone Wolf, drawing, role-playing.
Would like a pen-pal, aged 13–15, preferably with similar interests.

Name: ARWEL GRIFFITH
Age: 14
Address: Wales
Hobbies: Lone Wolf, Sega Megadrive, reading sci-fi, sci-fantasy, Marvel comics, painting miniatures, role-playing.
Would like a pen-pal, male, aged 12–15, preferably American with an interest in Marvel comics.

Name: KEVYN HUNT
Age: 12
Address: Wales
Hobbies: Lone Wolf, fantasy, fantasy films, Sega games.
Would like a pen-pal, male / female, aged 13–15 with similar interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

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Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 39 Corfe Way, Broadstone, Dorset, BH18 9ND

News from the Monastery

As reported last issue, Joe has completed work on the script for the first Lone Wolf Graphic Novel, entitled “The Skull of Agarash”. Steve Edgell (editor) & Cyril Julien (artist) are currently busy working on the drawings and script. In the interests of quality, Steve has decided that the publication date should be put back until October 1992. Joe, Steve, and Cee-Jay apologize for the delay but add that the delay will be well worthwhile—you just wait and see!!!

Attention all Lone Wolf Club members—Joe Dever will be Guest of Honour at the British Play by Mail Association’s annual convention in London on March 7th 1992. See the full page advert on page 9 for times, prices, and location details. See you there!

Following several requests from new Lone Wolf Club members, back issues of some Club Newsletters are now available (15, 16, 17, 18 19, 20) at £1.40 ($4.00) each. Send your order to: Lone Wolf Club, Newsletter Back-orders, 39 Corfe Way, Broadstone, Dorset, BH18 9ND, UK.

Calling all American Lone Wolf fans! Spread the word to your friends and schoolmates—the first of the Lone Wolf Grand Master Series will be published in the USA by Berkley Books in APRIL ’92. Berkley plan to release further books in the Grand Master series at two-month intervals until the end of the year (LW14—June; LW15—Sept: LW16—November). One point worth noting however—the US editions will be shorter than the UK editions: they have been abridged in order to keep the purchase cost down. If you or your friends want the complete and unabridged editions, order them direct through the Lone Wolf Club. Not only will you get the full uncut versions, but you’ll also receive a signed copy. The UK editions also have colour maps (unlike the US Berkley editions).

LONE WOLF MINIATURES—Alternative Armies are getting ready to release the first packs in the Lone Wolf Grand Master miniatures series. For release dates, pack details, and prices, send an SAE to:

Alternative Armies (Lone Wolf)
Unit 6 Parkway Court,
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NG8 4GN,
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SUBSCRIPTION RENEWALS—Is your Lone Wolf Club subscription due for renewal? Well don’t delay—renew today! That way you’ll be sure to continue receiving your Lone Wolf Club Newsletters without interruption. The Lone Wolf Club has been operating now for over 7 years, during which time we have been able to keep subscription cost increases to an absolute minimum due to your loyal and highly valued support. So remember (as Lone Wolf and Banedon would say), make sure your ENDURANCE and your Lone Wolf Club Membership never run out. For Sommerlund & the Kai!

Just for the record, the 1992 Lone Wolf publishing schedule is as follows:

“ECLIPSE OF THE KAI”—a 3-hour audio adaptation of the first Lone Wolf novel, read by Edward de Souza and produced by Joe Dever. Edward’s reading is complimented by a superb musical score and a host of sound effects, specially composed and performed by Joe Dever. The music and the stunning stereo sound effects greatly enhance de Sousa’s masterly performance. Publication date—May 7th 1992.

Twin-cassette pack—price £7.99—Random Century Audiobooks.

LEGENDS OF LONE WOLF 7—“The Birthplace”
Publication date June 4th 1992.
A Lone Wolf novel by Joe Dever & John Grant—price £3.99.

LONE WOLF 17—“The Deathlord of Ixia”
You are Lone Wolf—Kai Grand Master of Sommerlund. Far away to the west lies the peninsula of Ixia. It is an icy, desolate wasteland that for 10,000 years has been the domain of Lord Ixiataaga—Masterlord of the Dead. Here he reigns supreme over a horde of lost souls, an undead populace who are condemned to an eternity in his service. In The Deathlord of Ixia, you must journey to the forbidden city of Xaagon—the seat of Lord Ixiataaga’s dark power—and confront him in a life-or-death battle which will test your Grand Master abilities to the limit. Will you overcome and defeat this terrifying entity? Or will you fall victim to his undead legions and the terrible new power they wield?

Publication date August 6th 1992. Red Fox Books
A Lone Wolf Grand Master gamebook by Joe Dever—price £3.99.

“THE SKULL OF AGARASH”—
THE FIRST LONE WOLF GRAPHIC NOVEL
A devastating raid upon the rich city-port of Kadan heralds the start of an urgent mission for Grand Master Lone Wolf. The aged wizard, Rimoah, Lone Wolf’s closest friend and advisor, is kidnapped during the attack by Captain Khadro—the scourge of the Kuri Sea. Lone Wolf journeys to Kadan in search of clues that will lead him to his lost friend. When he accepts an offer of help from an unexpected quarter, suddenly he is hurled into Kadan’s sinister underworld, a nightmare realm of assassins, sea demons, and dark mysterious magic, where his courage and Kai skills are tested to the limit.

Publication date October 1st 1992. Red Fox Books - Editor: Steve Edgell
1st Lone Wolf Graphic Novel by Joe Dever illustrated by Cyril Julien—64 pgs, colour & B&W—price £4.99.

LEGENDS OF LONE WOLF 8—
“The Book of the Magnakai”

Publication date December 1992. Arrow Books
Lone Wolf novel by Joe Dever & John Grant—price £3.99.

Coming soon in future Lone Wolf Club Newsletters:

ADVANCED GIAK WORD LIST—more vocabulary and grammar to help you master the language of the Darklords’ evil minions.

THE MAKING OF THE LONE WOLF AUDIOBOOKS—a detailed account (with pictures) of how Joe Dever set about composing, recording, and producing the first tapes in this exciting new Lone Wolf series.

JOE DEVER—THE MAN BEHIND LONE WOLF—an interview with the creator of Lone Wolf. Find out what drives and inspires this prolific author and what plans he has for the future. You will be amazed!

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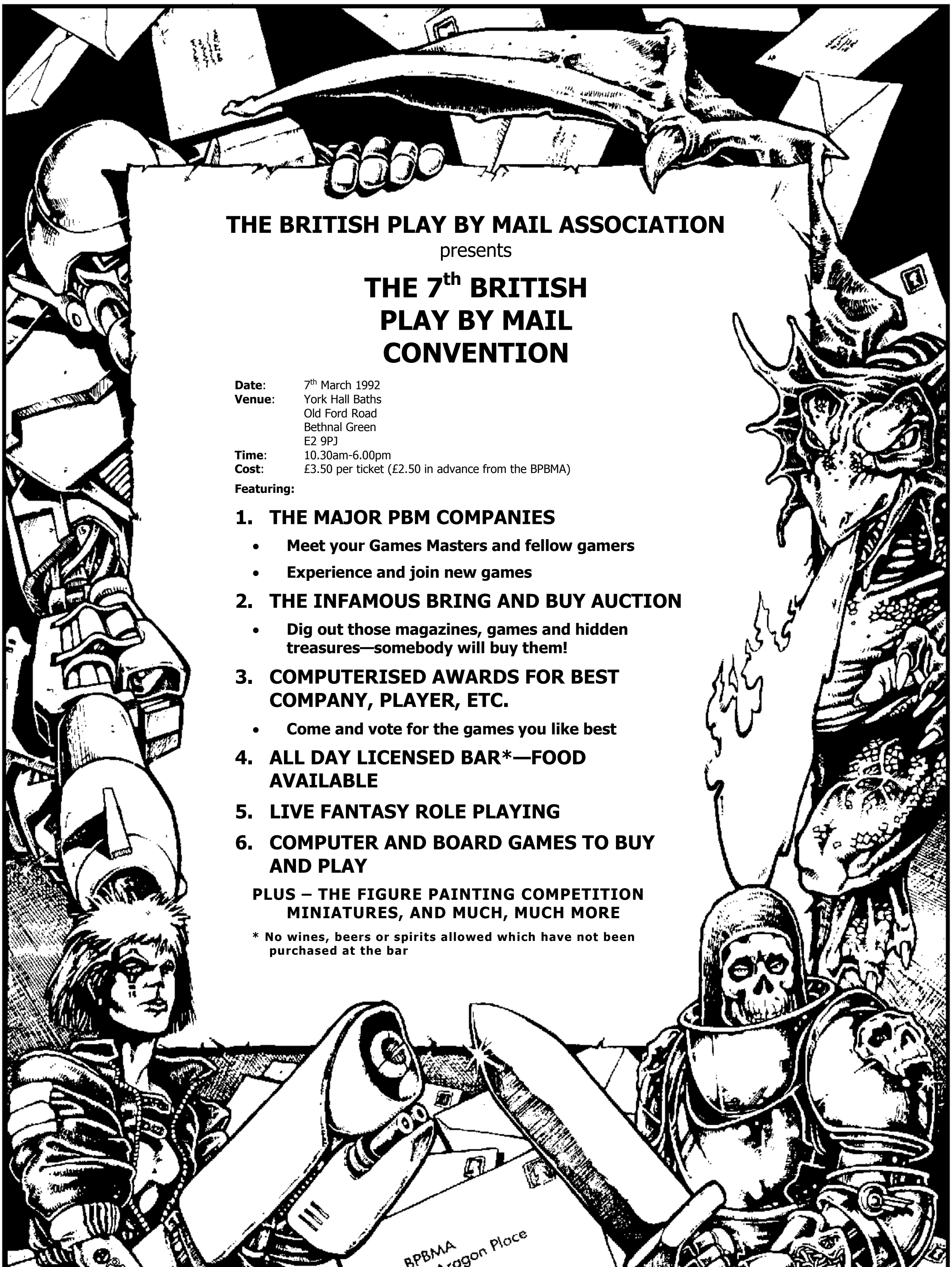

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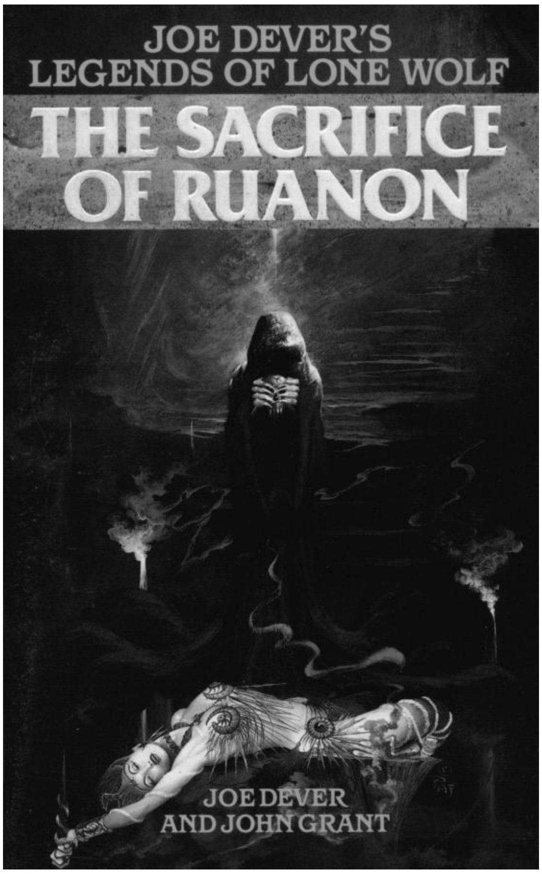

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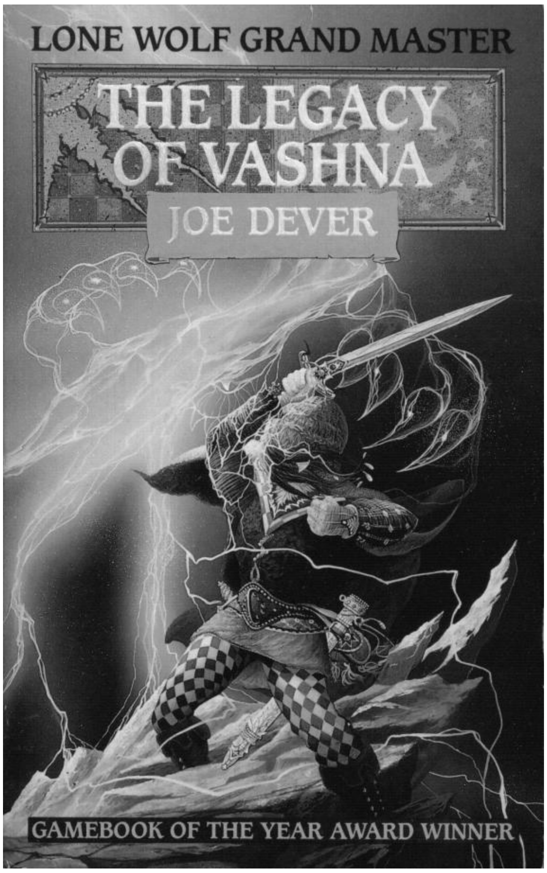


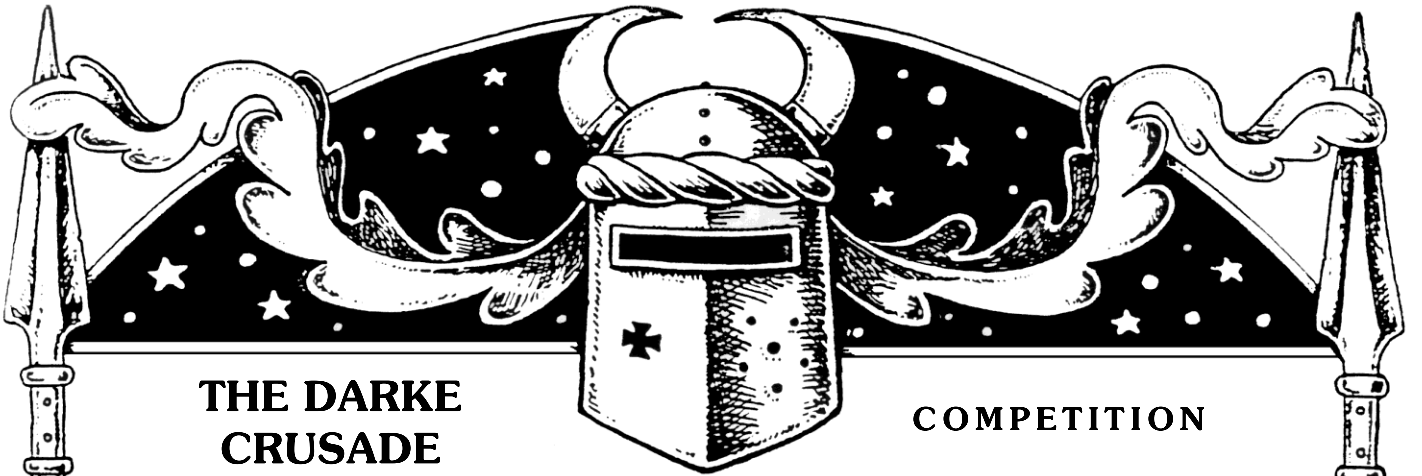
COMPETITION RESULTS

Issue 20's 20-question 'Captives of Kaag' competition brought in hundreds of correct entries from Kai Grand Masters worldwide. Here are the correct answers, and the winner's details:

1. How long does Lone Wolf have to complete his mission?
ANSWER: 48 HOURS
2. Name the octopoid creature which emerged from the tile mosaic?
ANSWER: KOROZON
3. How did Lone Wolf gain entry to the Citadel of Kaag?
ANSWER: BY AIR (ON A KRAAN)
4. The warring factions inside Kaag were former followers of two Darklords. Name the Darklords?
ANSWER: ZAGARNA & SLÛTAR
5. What was living in the skulls that littered the road to Kaag?
ANSWER: THE YOUNG OF CRAB-LIKE SCAVENGERS
6. Name the Drakkarim war-boar?
ANSWER: GNAGUSK
7. Name the creatures that the Nadziranim use as 'instruments of assassination'?
ANSWER: PLAAK
8. What was the answer to the puzzle in entry no. 127?
ANSWER: 3
9. Name the wild bear-like creatures who are native to the stormy northern coasts of the Darklands?
ANSWER: EGORGHS
10. In Kaag, what were the two warring factions fighting for control of?
ANSWER: THE GIAK SPAWNING VATS
11. Which Darklord was known by the emblem of a bloodied scythe?
ANSWER: SLÛTAR
12. Who were the undead humans that Lone Wolf encountered in Kaag?
ANSWER: FORMER SOLDIERS IN THE ARMIES OF THE FREELAND ALLIANCE
13. Name the volcanic range which lies between Kaag and the ruins of Helgedad?
ANSWER: KAGAZITZAGA
14. How many legs has a Zavaghar?
ANSWER: 6
15. It has red reptilian skin covered with fine barbs, a mass of coal—black hair, and sharp chisel-shaped teeth. What is it?
ANSWER: ASHRADON
16. What kind of machines-of-war were mounted along the battlements of the south wall of the Kaag citadel?
ANSWER: HEAVY BOLT THROWERS
17. Banedon was held prisoner upon a raised platform reached by a staircase. From what material were the handrails of this staircase made?
ANSWER: TUSKS OF KALTE MAMMOTHS
18. In which year (MS) was 'The Captives of Kaag' set?
ANSWER: MS 5075
19. What trophy hung from the South Gate of Kaag?
ANSWER: THE HIDE OF NYXATOR
20. Which of the following Special Items is the odd one out?
Sommerswerd / Black cube / Kagonite Chainmail
ANSWER: BLACK CUBE

WINNER: **CLAIRE BROTHERTON of Edinburgh**
RUNNERS-UP: JOHN NAYLOR of Carlisle
JEFF BARKER of Great Falls, Montana, USA
ANDREAS WELT of Düsseldorf, Germany

Congratulations to Claire who won a pre-publication copy of the first Lone Wolf Audiobook, and to John, Jeff, and Andreas who each won signed copies of Lone Wolf 15—The Darke Crusade.



THE DARKE CRUSADE

COMPETITION

This issue's competition is based around events and details which can be found in "The Darke Crusade"—the third of the Lone Wolf Grand Master gamebooks.

All you have to do is answer the questions correctly (neatly on a separate sheet of paper), then send it, together with your name, address, Kai rank and age, to the club at the address shown below.

All entries must be submitted no later than 24th April 1992. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible.

The winner and runners-up will be notified by post before 4th May, 1992.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a CATHAY RC535 MONO RADIO / CASSETTE RECORDER which features one-touch record, pause control, a built-in microphone, medium & FM wavebands, battery or mains use. It measures 5" x 3" x 10" overall. The next 3 correct entries will win signed copies of Lone Wolf 16—The Legacy of Vashna, and signed copies of Legends of Lone Wolf No. 6—The Sacrifice of Ruanon. Good Luck!

---

1. In which country is the city of Aztardat?
2. Name the Lencian envoy?
3. Who once commanded the city-fortress of Kagorst?
4. What is the Giak word for 'wizard'?
5. Where did Warlord Magnaarn discover the Doomstone of Darke?
6. What kind of creatures patrolled the Lencian prisoner-of-war compound?
7. Name the intelligent amphibian carnivores that inhabit the Hellswamp?
8. Name the river on which stands the city of Konozod?
9. How did Lone Wolf get to Battle Isle?
10. What is a Mawtaw?
11. Which two cities remained in Drakkarim hands when King Sarnac invaded and captured most of Zaldir and southern Nyras?
12. Describe the battle flag of the League-landers of Ilion?
13. A black eagle clutching two fiery swords. Whose emblem is this?
14. Name the troop of bodyguards who protect Warlord Magnaarn?
15. Who said: "What I'd give for a side of beef and a plate of boiled beets"?
16. What military rank (or title) was held by the two men—Maquin and Schera?
17. Aboard Banedon's skyship, what is the nationality of the crew?
18. What did Lone Wolf find near a jetty when first arriving at the River Shug?
19. How do Antah Wasps attack their enemies?
20. How many legs has a Gartoth?

* * *

Send your answer sheet (with your name, address, age & Kai rank details) to: THE LONE WOLF CLUB (Q21), 39 Corfe Way, Broadstone, Dorset, BH18 9ND, England.

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Newsletter No. 22

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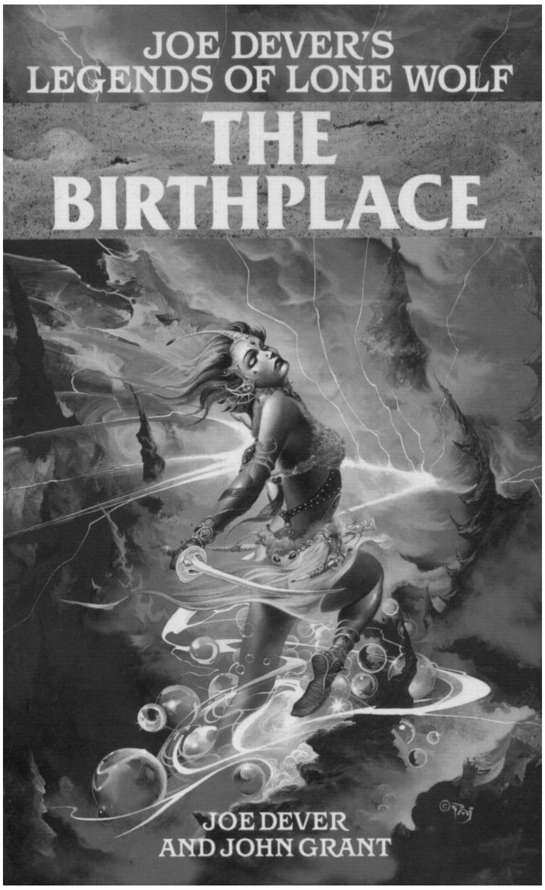
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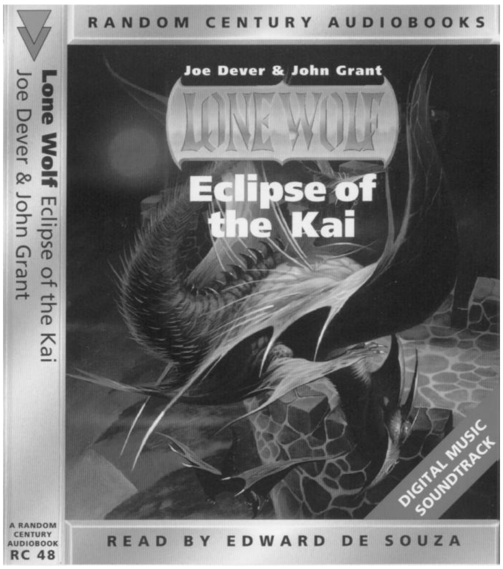
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THE ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK & WILD WEASEL

by Kai Grand Master Michael Hole

PART SIX: The Village

The village was known to its inhabitants as Tryne, though you'd be hard pressed to find it on any map. Tryne consisted of twenty-two cottages, a mill, a blacksmithy, stables, and a well. The village leader was a sprightly 68-year-old called Hanish Lud who, for most of his colourful life, had been a perpetual traveller. He had lived, at one time or another, in over a dozen of Magnamund's realms, but now in his winter years he had settled down and chosen to call Tryne his home.

The young Kai Lords were given a warm welcome upon entering the tiny village. By stark contrast, their prisoners received hardly a second glance. The villagers were keen to show their hospitality and, before they knew it, the Kai's near-empty packs were stuffed with food and drink—gifts from the rosy-faced villagers. Yet, despite their show of generosity and their eagerly-smiling faces, the Kai could sense that something was wrong. Firefly was the first to notice it—the heavy, cloying, underlying atmosphere which reeked of suppressed fear and suspicion.

Hanish conducted an impromptu tour of his village which, given its size, lasted little more than a few minutes, then he invited the Kai to his cottage by the banks of the Dorn. As they approached, the sound of a woman wailing in sorrow could be heard. The moans and sobs came from the tiny hovel adjacent to Hanish's cottage. As they passed, Sabre Fox and Firefly sneaked a glance through an open window. In the gloomy interior they saw a tearful woman sitting on a stool in front of an empty fireplace, being comforted by a youth who looked no older than sixteen years. Unexpectedly, Hanish became agitated when he noticed the two Kai looking through the window.

"Get away from there!" he hissed. Then he blushed and immediately he began to apologize for his curtness. "I'm so sorry, please forgive me. I really didn't mean to be so rude. Here . . . come into my humble home—you're all most welcome."

Swiftly he ushered the Kai into his cottage which was lavishly decorated and illuminated by scores of gilt candelabra. At Hanish's insistence, the Kai sat themselves down upon a row of velvet-covered chairs and waited uncomfortably for their flustered host to say something. Hanish was staring out of a window, his brow furrowed, as if he were expecting someone who was very late. At last the uneasy silence was broken by Sabre Fox—"Hanish, please excuse my frankness, but what troubles you and your fellow villagers?"

For a moment, anger welled up in Hanish's face but he quickly controlled it. He forced himself to smile, but he could not keep up the charade for long. His face grew long and he stared at the floor as, with cracking voice, he told his sorry tale: "For two months our village has suffered raids from some sort of wild animal. We've tried everything to stop it but it keeps coming back. Over and over again. We've lost nearly all our cattle . . . and more besides. My neighbour . . . the woman you saw crying . . . she lost her son a few days ago. He went hunting with his horse and didn't come home. We fear the animal got them both." Tears began to well up in Hanish's eyes and this time he couldn't hold his emotions in check. Hurriedly he excused himself and entered an adjoining room. The Kai looked at each other with a mix of sadness and quizzicality etched into their young faces. They had all come to the conclusion that the remains of the horse and boy they'd found earlier were the victims of Hanish's "wild animal". The bitter irony of their situation made them all feel a little sick inside. This unease was picked up upon by Hanish when he re-entered the room.

“Do you know something I should know?” he said, looking Firefly and Sabre Fox in the eyes. The two Kai glanced at each other and winced. Neither wanted to be the one to break the news. “For pity’s sake,” said Hanish, his hands trembling, “if you know anything about my neighbour’s boy, please tell me.”

Wild Weasel coughed to clear his throat and then began slowly to recall what had happened earlier that morning. “When we were walking today we saw a dead horse in the river. It was badly injured . . . mutilated, in fact. There . . . there was also a boy. He was dead as well.”

For an uneasy minute, Hanish stared at Wild Weasel with the glint at madness shining dimly in his bloodshot eyes. Then his expression relaxed, as if at last he had made peace with his tortured soul, and he placed his hand gently on Wild Weasel’s shoulder. “Thank you,” he said, “You are the bearer of sad news, but it is news I’d rather hear than to be left in the unknowing limbo we’ve had to endure these past few days. Hanos . . . my neighbour’s son, is . . . was also my nephew. The beast has taken him from us.” Then tears began to roll freely down Hanish’s wrinkled cheeks as he released his pent-up emotions. “Please, Kai Lords, please help Tryne to rid itself of this terror which has descended upon us. We are helpless to defend ourselves against it.”

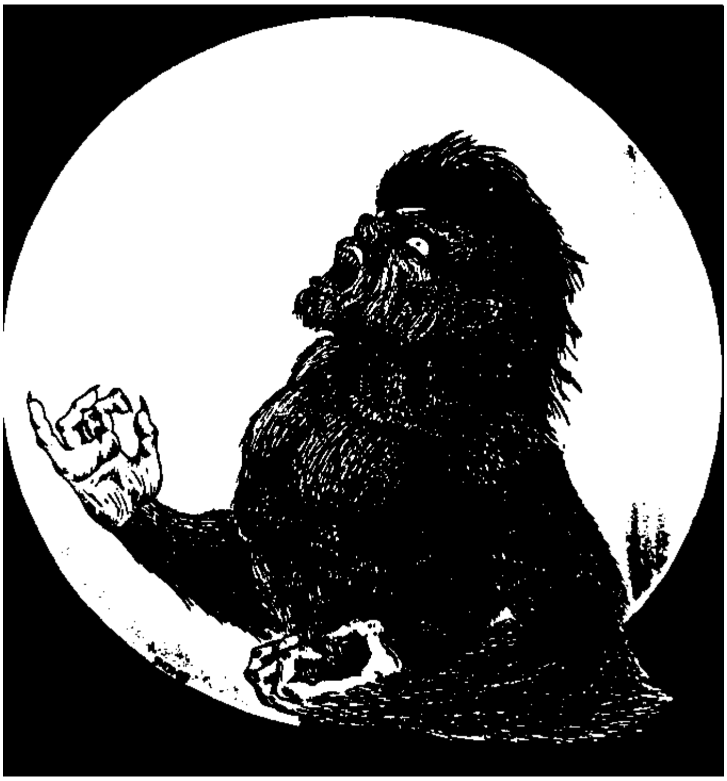
The Kai reacted as they had been taught—their instincts were to help those who were poorer and weaker than themselves. But their eagerness to help the villagers was tempered also by the memory of Lone Wolf’s words to them before he left Ragadorn: “Take no risks.” Then they remembered the expression of terror frozen on the face of the mutilated boy and they knew what they had to do. Risks or no, they were going to help Hanish and his kinfolk rid themselves of the creature that was destroying their community.

That night was calm and uneventful. The beast didn’t come. Perhaps it sensed strangers in the village; perhaps it was sleeping off the meal it had gorged itself on the previous day. Out in the wilderness the monster roamed freely. Were the moon not hidden by cloud, its great form could have been seen from the village, loping awkwardly towards the horizon. Occasionally its great red eyes glinted in the inky blackness—but nobody saw them. Perhaps this was just as well. The shadowy creature was a Xogoth—an Agarashi that had escaped the destruction of Naaros many thousands of years ago. It had travelled much of Northern Magnamund and had made its home in the Maakenmire swamps, where it resided until cast out by the Gourgaz who now ruled that noisome place. Since the year MS 5031, the Xogoth had eked out an existence in the Wildlands, living off men and wild dogs who were unlucky enough to stumble across its path. As yet it had never met its match; to its own rudimentary mind it was the perfect killing machine and it was supremely confident in its own strength and cunning. A Wildlands wolf became the Xogoth’s next victim. It’s dying howl echoed across the barren plain to Tryne where it stirred Black Hawk from his restless slumber. Quickly he arose from his bed and rushed to the window. He strained his eyes and called upon his Kai senses to help him see something in the inky blackness. But it was no good, he could see nothing. He returned to his bed where he spent the remainder of the night staring at the ceiling, his face trickling with cold sweat.

The following day was gloomy and overcast, yet the mood in the village was buoyant and hopeful. Hanish had told them of the Kai’s offer of help and it was as if an emotional dam had finally burst. The days of the ‘nightstalker’, as the villagers called the creature, were numbered. They put their faith wholeheartedly in the Kai to rid them of it for good. Even Hanos’ mother managed to smile through her sadness—her son was no longer with her but at least his death would be avenged. The Kai learned

that the nightstalker made frequent attacks on the village. It was rare for it not to be sighted at least every other evening. Having not appeared the previous evening, the odds were such that it would likely attack Tryne this coming night. The news did little to comfort the young Kai who were beginning to ask themselves if their offer of help was the right course of action. Still, none of them were prepared to go back on their word and so, with cool professionalism, they set about preparing themselves to confront the beast.

As darkness drew its cloak around Tryne, the villagers set alight a ring of torches which encircled the perimeter of their little hamlet. The cottages remained dark, giving no indication to the nightstalker as to which ones were occupied or not. The villagers, and the prisoners, took shelter in the eaves and lofts of the larger cottages. The villagers armed themselves with scythes and pitchforks, and made ready several large fishing nets with which to ensnare, or perhaps even capture, the beast if it came near. Meanwhile, the Kai stayed together in a hovel at the edge of the village and kept a watchful eye on the surrounding wildlands.



Inside the cottage of Barlow Banau, the village Blacksmith, his son was looking out of an upstairs window at the area around a bridge across the River Dorn. Suddenly he hissed excitedly: “Pa! There it is!” Harlow rushed across to the window and stared into the darkness, a sword gripped in his sweaty palm. He was joined by Hanish and for a few moments the two of them saw nothing, then, with a suddenness that took their breath away, they spotted the bulky form of the nightstalker, on all fours, come loping across the bridge. It made no sound yet the mighty ancient stones of the bridge shuddered beneath the creature’s unnatural weight. The creature stopped and slowly lifted its great head, its nostrils sniffing the night air. Then its glowing eyes fixed themselves on the two men and the boy at the window, and it emitted a terrifying shriek.

“It's here!” screamed Hanish, as the creature’s din echoed through the village. “Ishir have mercy on us. The nightstalker is among us!”

Next episode: DEATH WALKS IN TRYNE

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: RYAN HUMPHREYS
Age: 15
Address: England
Hobbies: Fantasy books, Space Marine epic, REM, Nirvana, U2, basketball, writing fantasy stories.
Would like a US pen-pal, male or female, preferably a 15–16 year-old with same interests. How about a joint fantasy novel?

Name: JEREMY J MYERS
Age: 18
Address: USA
Hobbies: All Joe Dever's books, Piers Anthony, any medieval fantasy novels. Enjoys making wooden replicas of swords & other weapons, bike riding, swimming, archery.
Would like a pen-pal with similar interests, aged 13–18, any nationality, male or female. Please send a photograph.

Name: ALAN HOGAN
Age: 17
Address: EIRE
Hobbies: Videos, reading, Lone Wolf, soccer.
Would like a pen-pal, aged 16+, preferably American. Similar interests not necessary.

Name: CHRIS JACOBSMEYER
Age: 14
Address: USA
Hobbies: Lone Wolf, Dragonlance. Forgotten Realms, Freeway Warrior.
Would like a pen-pal, preferably female, aged 13–14, USA or UK, with similar interests.

Name: SCOTT SMITH
Age: 16
Address: USA
Hobbies: Lone Wolf, Freeway Warrior, sci-fi & fantasy.
Would like a pen-pal, female, aged 15–17 with similar interests. Send photo.

Name: JOHN BULLEN
Age: 10 ½
Address: England
Hobbies: Gamebooks, piano, swimming, computers, role-playing games.
Would like a pen-pal, male, aged 9–13 with similar interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

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News from the Monastery

Alternative Armies have released the first figures in the Lone Wolf Grand Master miniatures series, some of which are shown opposite. The initial range consists of the following: LONE WOLF (Initiate); LONE WOLF (Kai Master Superior): LONE WOLF (Kai Grand Defender); GUILDMASTER BANEDON; LORD RIMOAH; ARCH-DRUID CADAK; DEATH-LORD OF IXIA; WARLORD MAGNAARN; MOUNTAIN GIAK; DRAKKARIM DEATH KNIGHT; ACOLYTE OF VASHNA; ALYSS.

Coming soon will be: VONOTAR the TRAITOR; HELGHAST; VORDAK; DOOMWOLF; DOOMWOLF & GIAK RIDER; CRYPT SPAWN; IXIAN UNDEAD; DRAKKARIM MARINE; KRAAN.

Also, a Darklords of Helgedad set and an Agarashi set are planned for the end of the year. They will comprise the following figures: VASHNA; ZAGARNA; HAAKON; GNAAG; & KRAAGENSKÛL / BURROWCRAWLER; KALKOTH; BAKNAR; VAZHAG; & LAVAS.

For availability, release dates, and prices, send an SAE to: Alternative Armies (Lone Wolf), Unit 6 Parkway Court, Bilborough, Nottingham, NG8 4GN U.K. Overseas enquiries should enclose 2 IRCs.

Here is a preparatory rough of Grand Master Lone Wolf in his Grandmaster robes, drawn by Cyril Julien. This is how the Kai Grand Master will appear in the forthcoming graphic novel 'The Skull of Agarash'. It is also the drawing upon which the Alternative Armies metal miniature of Lone Wolf (Grand Master) has been based.

SUBSCRIPTION RENEWALS—If your Lone Wolf Club subscription is due for renewal, be sure to renew it as soon as possible. That way you'll be sure to continue receiving your Lone Wolf Club Newsletters without interruption. The Lone Wolf Club has been operating now since 1985, during which time we have been able to keep subscription cost increases to an absolute minimum due to your loyal and highly valued support. So remember, make sure your ENDURANCE and your Lone Wolf Club Membership never run out!

Alternative Armies

LONE WOLF – Initiate   LONE WOLF – Kai Master

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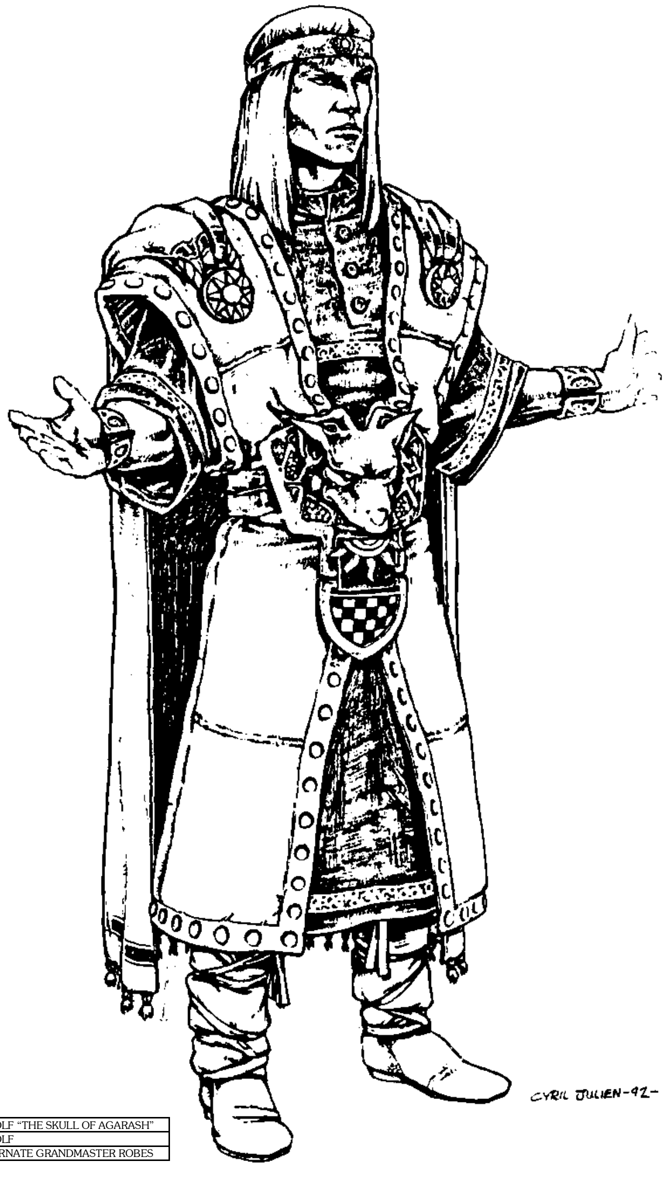
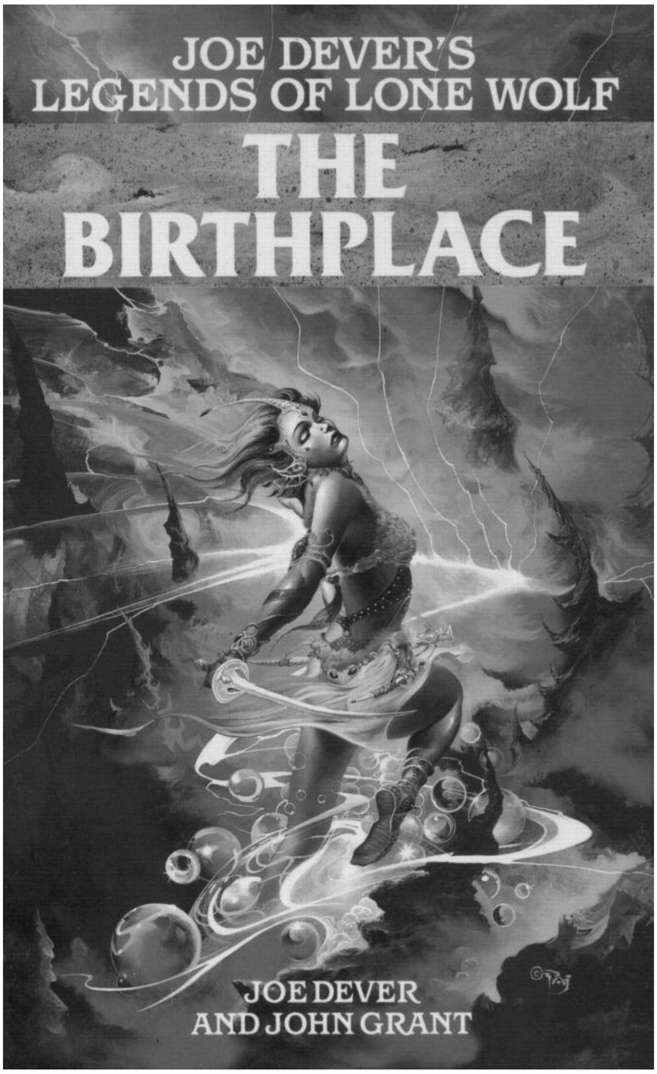
GUILDMASTER BANEDON   WARLORD MAGNAARN

ARCH DRUID CADAK   DEATH KNIGHT



BOOK TITLE	LONE WOLF "THE SKULL OF AGARASH"
CHARACTER	LONE WOLF
DESCRIPTION	L.W. IN ORNATE GRANDMASTER ROBES



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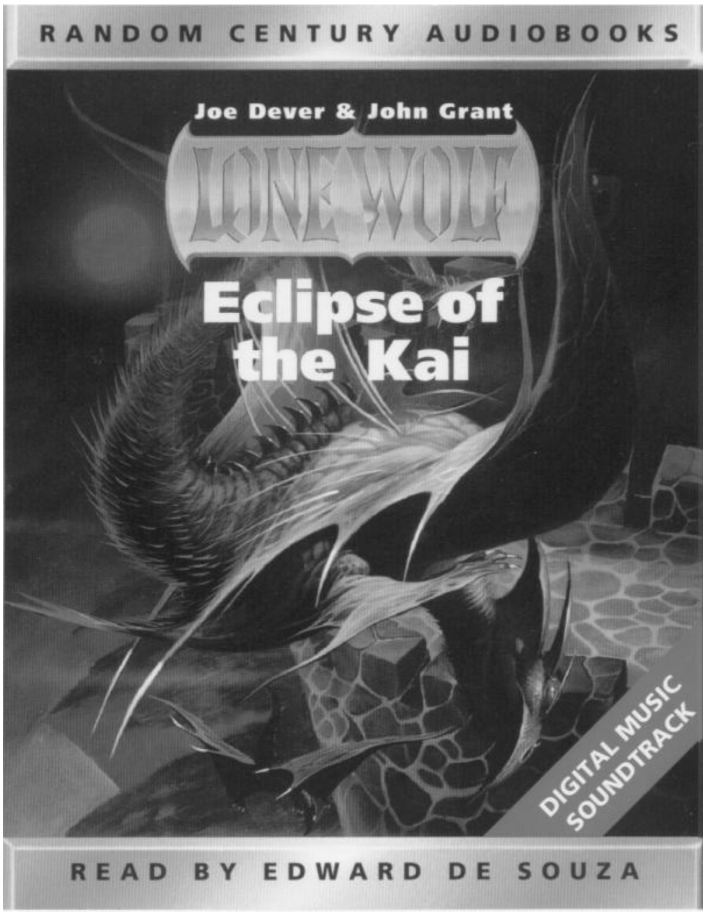

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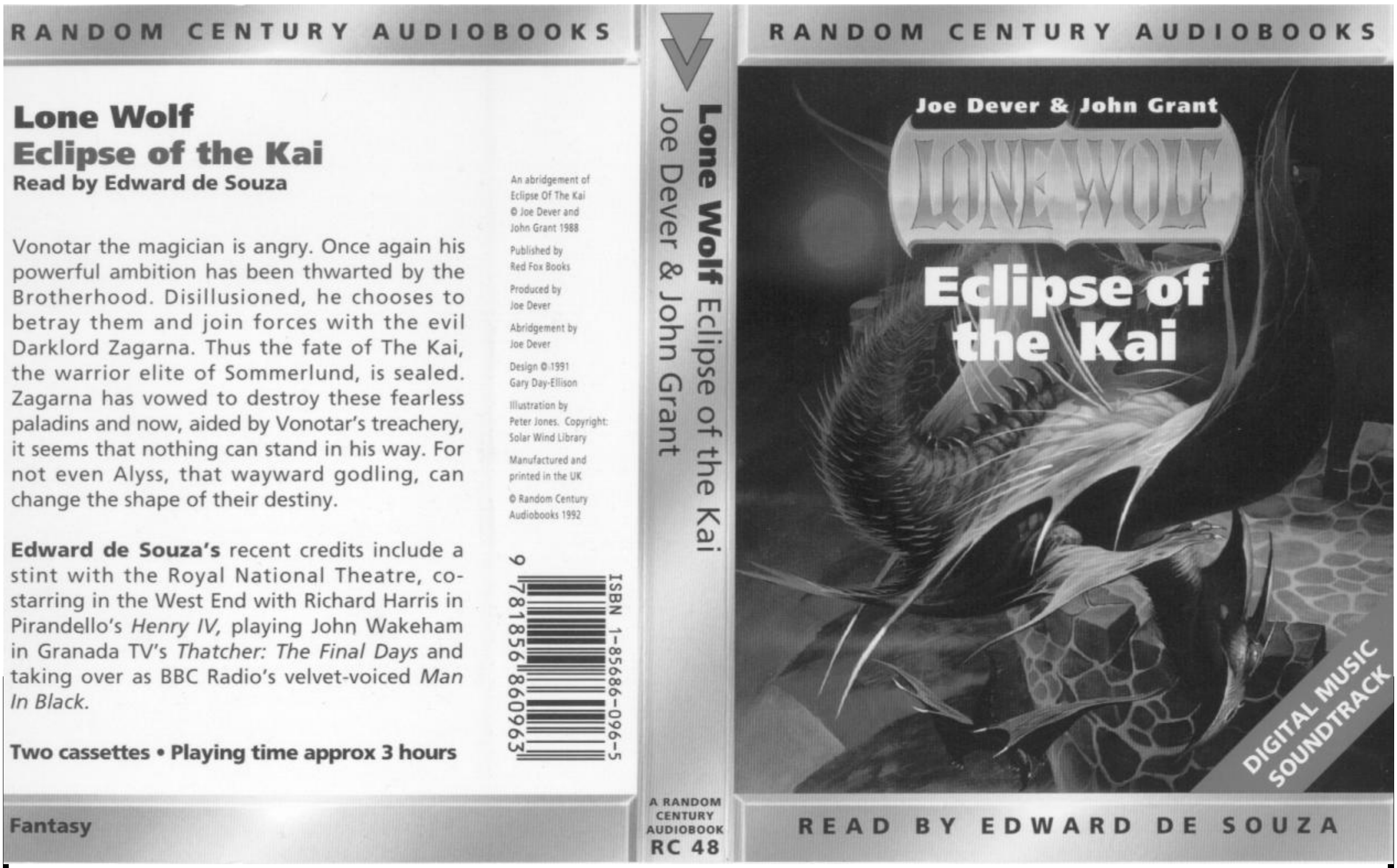

RANDOM CENTURY AUDIOBOOKS

Lone Wolf
Eclipse of the Kai
Read by Edward de Souza

Vonotar the magician is angry. Once again his powerful ambition has been thwarted by the Brotherhood. Disillusioned, he chooses to betray them and join forces with the evil Darklord Zagarna. Thus the fate of The Kai, the warrior elite of Sommerlund, is sealed. Zagarna has vowed to destroy these fearless paladins and now, aided by Vonotar's treachery, it seems that nothing can stand in his way. For not even Alyss, that wayward godling, can change the shape of their destiny.

Edward de Souza's recent credits include a stint with the Royal National Theatre, co-starring in the West End with Richard Harris in Pirandello's *Henry IV,* playing John Wakeham in Granada TV's *Thatcher: The Final Days* and taking over as BBC Radio's velvet-voiced *Man In Black.*

Two cassettes • Playing time approx 3 hours

An abridgement of
Eclipse Of The Kai
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John Grant 1988

Published by
Red Fox Books

Produced by
Joe Dever

Abridgement by
Joe Dever

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Fantasy

Lone Wolf Eclipse of the Kai
Joe Dever & John Grant

A RANDOM CENTURY AUDIOBOOK
RC 48

RANDOM CENTURY AUDIOBOOKS

Joe Dever & John Grant

LONE WOLF

Eclipse of the Kai

DIGITAL MUSIC SOUNDTRACK

READ BY EDWARD DE SOUZA

LONE WOLF—ECLIPSE OF THE KAI, a Random Century Audiobook based on the novel 'Eclipse of the Kai' by Joe Dever & John Grant.

Narrator:	Edward de Souza
Engineer (Narration):	Nigel Squires
Tape & F-X Operator:	Alan Warner
Engineer (Music / F-X):	Jerry Chapman
Cover artist:	Peter Jones
Engineer (Master Mix):	Joe Dever
Abridgement:	Joe Dever
Produced & Directed:	Joe Dever

All original music composed & performed by Joe Dever & Jerry Chapman.
Selected sound F-X and music sampling from Music House (MHA 12, MHA 13, Thriller Drama 2), Scream & scream again (DWCD 0027). Carlin (108), Shocking CD (Richard Hewson).

Recorded at Molinair Studios, London W1, and The Studio Complex, Romford. Essex. July 1991

TECH SPEC

Digitally recorded on Akai MG14D 12-track

DAT masters recorded on Sony DTC-l000 ES

DAT editing on Akai DD-1000 Magneto Optical Disk Recorder
All original music performed on Korg T3, Akai MX76, and Akai AX73 polyphonic synthesisers.
Percussion sounds created using Akai MPC60 drum sampler
Digital sampling via Akai S700, S900, & S1000 Midi units
Master mixing via Allen & Heath 24-track Saber Dolby Stereo

Joe Dever & John Grant

London-born Joe Dever worked as a professional musician in the recording industry in Europe and the United States before he began his successful writing career. His first book *Flight from the Dark* (Red Fox Books) was published in 1984 and immediately be-came an international bestseller. He is the author of more than thirty books which have sold over seven million copies around the world.

He first collaborated with writer and editor, John Grant, in 1988 with the publication of *Eclipse of the Kai*—the first of the *Legends of Lone Wolf* novels. Together they have written eight titles in this acclaimed series and have several more planned for the future.

Joe Dever & Edward de Souza discuss the script

Lone Wolf Eclipse of the Kai

Read by Edward de Souza

Reviewed by CLAIRE BROTHERTON and ALAN GLOVER

The first Lone Wolf audiobook is an adaptation of 'Eclipse of the Kai' by Joe Dever & John Grant. We must admit to being fans of Joe Dever's work and we were looking forward to hearing this audio production of his Lone Wolf saga. Although some parts of the original novel have been omitted in the abridgement, we found this does not detract from the audiobook's quality or appeal. The story is as exciting as ever with a good balance between action and description.

The tale is told skilfully by Edward de Souza. He has a strong, masterful voice, which holds the listener's attention all throughout this 3-hour production. He is an accomplished actor of stage and screen and this shows, for during the reading he single-handedly portrays more than a dozen characters of differing ages, sexes, and even species.

The musical score, which was composed and performed by the multi-talented Mr Dever, greatly enhances the story. The pieces are varied, well-crafted and complimentary to de Souza's voice throughout the production. I (Alan Glover) particularly enjoyed the menacing musical passage which accompanies the description of 'Kaag'—the titanic city-fortress controlled by Darklord Zagarna, the baddie in this story (boo, hiss!)

Also on the digital soundtrack there are sound effects which add to the sense of realism. Worthy of mention are the fire-bolts of the treacherous wizard, Vonotar; the screeching of the pterodactyl-like Kraan; and the chittering of the hideous Crypt Spawn (yuk!). The sounds of battle also stood out: arrows hissing, swords clanging, horses whinnying, and heads rolling! Overall, we both rate Joe Dever's latest Lone Wolf project as a sure-fire winner. Through his skilful use of music and effects he has brought this epic tale of high adventure to life in glorious digital stereo. We thoroughly enjoyed 'Eclipse of the Kai' and we can't wait to hear the follow-up—'The Dark Door Opens'—which is due for release in the UK early next year.

[Joe Dever at the mixing desk]

"Er . . . beam me up, Scottie!"

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By Joe Dever & John Grant

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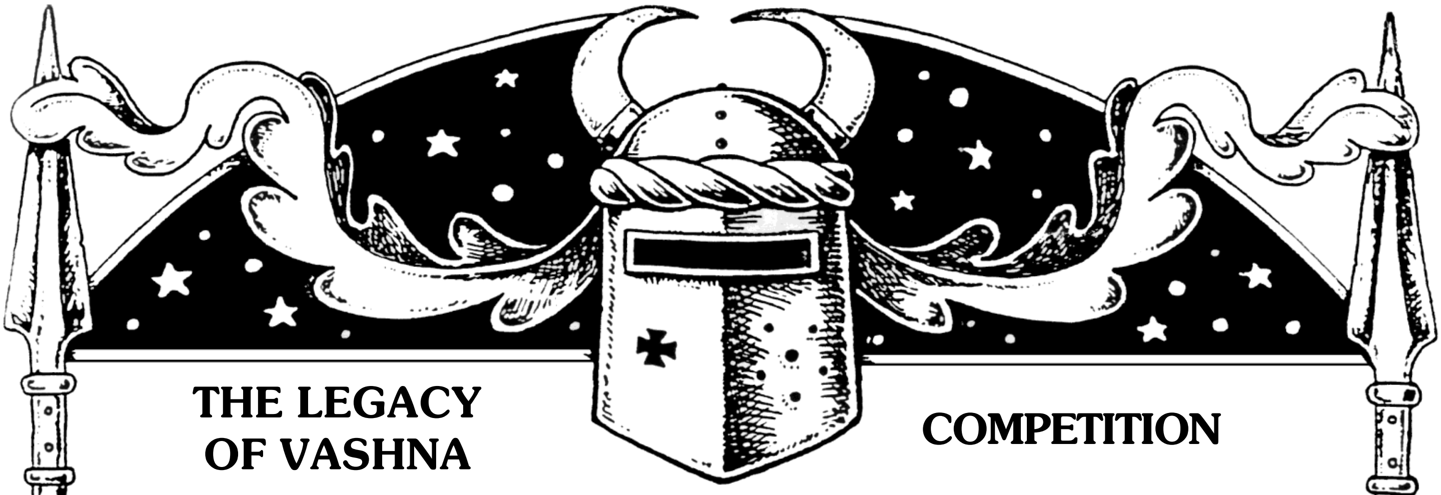
COMPETITION RESULTS

Issue 21's 20-question 'The Darke Crusade' competition attracted several hundred entries, of which 62 were correct. Here are the questions and answers once more:

1. In which country is the city of Aztardat?
   ANSWER: ZALDIR
2. Name the Lencian envoy?
   ANSWER: LORD FLORAS
3. Who once commanded the city-fortress of Kagorst?
   ANSWER: DAKUSHNA
4. What is the Giak word for 'wizard'?
   ANSWER: ZIRAN
5. Where did Warlord Magnaarn discover the Doomstone of Darke?
   ANSWER: THE TEMPLE OF ANTAH
6. What kind of creatures patrolled the Lencian prisoner-of-war compound?
   ANSWER: AKATAZ WAR-DOGS
7. Name the intelligent amphibian carnivores that inhabit the Hellswamp?
   ANSWER: CIQUALI
8. Name the river on which stands the city of Konozod?
   ANSWER: RIVER SHUG
9. How did Lone Wolf get to Battle Isle?
   ANSWER: BY STOWING AWAY ON A TRADING SLOOP
10. What is a Mawtaw?
    ANSWER: A HUGE ALBINO BEAR-LIKE CREATURE OF THE TOZAZ FOREST
11. Which two cities remained in Drakkarim hands when King Sarnac invaded and captured most of Zaldir and southern Nyras?
    ANSWER: SHPYDER & DARKE
12. Describe the battleflag of the League-landers of Ilion?
    ANSWER: CHEQUERBOARD BLACK & WHITE
13. A black eagle clutching two fiery swords. Whose emblem is this?
    ANSWER: WARLORD MAGNAARN
14. Name the troop of bodyguards who protect Warlord Magnaarn?
    ANSWER: TUKODAKS
15. Who said: "What I'd give for a side of beef and a plate of boiled beets"?
    ANSWER: CAPTAIN PRARG
16. What military rank (or title) was held by the two men—Maquin and Schera?
    ANSWER: BARON (MAQUIN) & CAPTAIN (SCHERA)
17. Aboard Banedon's skyship, what is the nationality of the crew?
    ANSWER: BORIAN
18. What did Lone Wolf find near a jetty when first arriving at the River Shug?
    ANSWER: BRONZE BELT BUCKLE
19. How do Antah Wasps attack their enemies?
    ANSWER: THEY FIRE VENOM-TIPPED STINGERS
20. How many legs has a Gartoth?
    ANSWER: NONE

WINNER: LUKE MORRIS of Cornwall
RUNNERS-UP: JOHN MCLUCKIE of Oban
JOHN CARVER of Co. Durham
ANDY CAINE of Wellington, NZ.

Congratulations to Luke, who won an RC535 radio / cassette recorder, and to John, Andy and John who each won signed copies of 'The Legacy of Vashna' and 'The Sacrifice of Ruanon'.



THE LEGACY OF VASHNA COMPETITION

This issue's competition is based around events and details which can be found in "THE LEGACY OF VASHNA"—the 4th of the Lone Wolf Grand Master gamebooks.

All you have to do is answer the questions correctly (neatly on a separate sheet of paper), then send it, together with your name, address, Kai rank and age, to the club at the address shown below.

All entries must be submitted no later than 11th September 1992. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 1st October 1992.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a CASIO CHRONO-ALARM WATCH which features month, day, date, daily alarm, 1/100th stop watch with lap timer, 12 / 24 hr formats, backlight & water resistance.

The next 3 correct entries will win signed copies of Lone Wolf 17—The Deathlord of Ixia and signed copies of Legends of Lone Wolf No. 7—The Birthplace. Good Luck!

---

1. Through which city would you pass if you rode the main highway from Vakovar to Helin?
2. Name the tavern in Helgor frequented by Smudd?
3. How many acolyte prisoners were tied to the stone obelisk on the quayside at Vorn?
4. Name Chegga's two sons?
5. What was inside Gwynian's envelope?
6. One part of the Black Corvayl is highly valued. Is it its horn, its fur, or its fangs?
7. Who are the most feared brotherhood of assassins in all of Northern Magnamund?
8. Name the horse Lone Wolf decided not to ride to Magador?
9. When Lone Wolf first arrives in Vorn, how many ships are moored in the harbour?
10. In Helgor, the president's palace is situated atop which hill?
11. What did the acolytes of Vashna swallow to induce a state of battle-frenzy?
12. Name Fyrad's mule?
13. According to the Demoness Shamath, how many 'Dwellers of the Abyss' are there?
14. If you entered the furriers' shop of Ghadlar & Sons with 50 Gold Crowns in your money pouch, and you purchased 2 Wolfskin Cloaks and a Kalkoth hide, how many Gold Crowns would you left over?
15. What are Vythaz?
16. Who shows Lone Wolf a safe route through the hills to Vorn?
17. Name the great lake which lies due west of Lake Vorndarol?
18. How does Lone Wolf get across the River Storn?
19. Name the power-word of the Elder Magi?
20. Name the King of Magador whom President Kadharian overthrew?

Send your answer sheet (with your name, address, age & Kai rank details) to: THE LONE WOLF CLUB (Q22), 39 Corfe Way, Broadstone, Dorset, BH18 9ND, England.

LONE WOLF CLUB

Newsletter No. 23

OUT NOW!!!

The seventeenth gamebook in the Lone Wolf Grand Master series—

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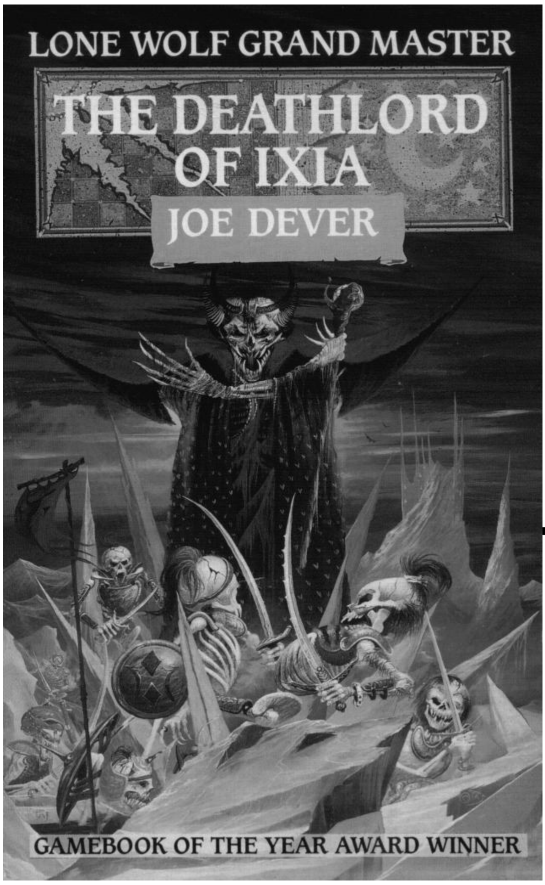
See page 9 for the special club order form which will enable you to get your copies, signed by the author—Joe Dever.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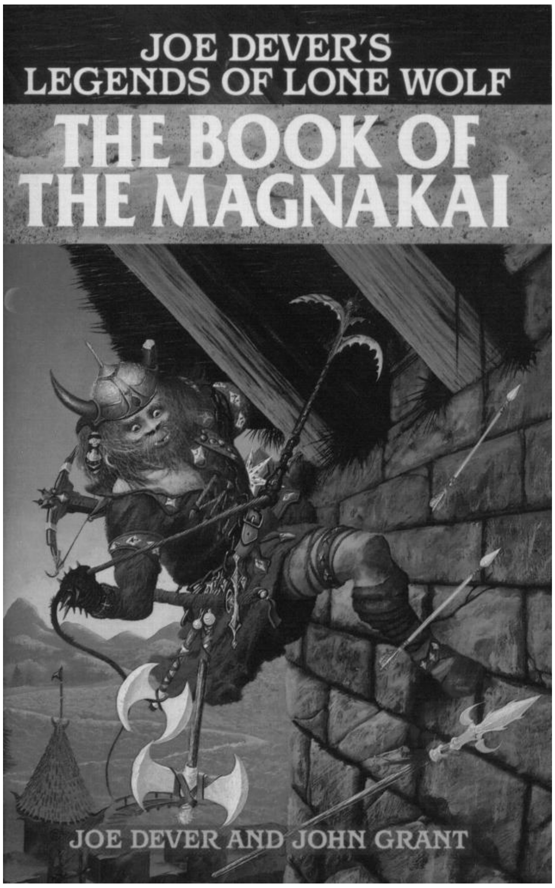

JOE DEVER'S
LEGENDS OF LONE WOLF
THE BOOK OF THE MAGNAKAI
JOE DEVER AND JOHN GRANT

THE ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK & WILD WEASEL

by Kai Grand Master Michael Hole

PART SEVEN: DEATH WALKS IN TRYNE

Despite their sixth senses, the Kai were shocked by the sudden commotion.

“It’s now or never,” said Sabre Fox, as calmly as he could, but the sweat beading his forehead betrayed his true feelings.

At his signal they all raced between the cottages towards the eastern side of the village. Firefly skidded to a halt as he rounded the last hut. His mouth dropped open with shock as his eyes met those of the dread beast. The creature gave a sinister smile and the visage froze Firefly’s soul. ‘How on Magnamund could they defeat such a monster?’ he thought. The others came around the corner and collided with their stunned companion; the jolt brought him back to his senses.

“By Ishir!” gasped Black Hawk.

A sudden rush of hopelessness washed through the group. The Xogoth was more hideous than they imagined and in the depths of its evil eyes shone an intelligence that seemed to sap their very will to confront the beast. It towered above the Kai, regarding each in turn with its fiery, soulless eyes. Without warning, it swept a great arm towards them and they scattered to avoid its razor-sharp claws. Sabre Fox was the first to recover. He drew his mace and landed a blow upon the creature’s thigh, tearing away a piece of furry flesh. Thick black blood oozed from the wound. The Xogoth howled once more, this time with pain and frustration. Sabre Fox raised his mace again and glanced at his companions, seeking their support. “Come on, let’s finish him!” he yelled.

His attention had been distracted for barely a second but this was all the creature needed to counter-attack. Sabre Fox felt something tug his cloak. Then, with breathtaking swiftness, he was hauled into the air. Horror froze his senses when suddenly he found himself less than a foot from the creature’s face. The beast hissed, spraying Sabre Fox’s blanched cheeks with foul green-grey spittle. His fellow Kai acted on instinct to save him, racing forwards with their weapons held ready to strike, but the Xogoth was chillingly swift as well as cunning and, in the blink of an eye, it spun on its heel and loped away with Sabre Fox clutched helplessly in its horny hands.

“Don’t let him get away!” screamed Black Hawk, and the three gave chase as the creature made its way quickly towards the bridge. As the Xogoth neared the apex of the bridge, Black Hawk came to within an arm’s length. He lunged forwards and slashed at the creature’s spine. His blow connected with the beast’s shoulder and the sudden agony of the wound made it drop its precious cargo. Sabre Fox was sent spinning to the ground. The beast howled and turned to face its attacker, but by now there were three of them, not just one. Kai steel flew, biting air and monster flesh. The Xogoth retreated before the rain of blows and staggered away from the village towards a copse of stunted trees. Sabre Fox regained his feet and ran in pursuit of his brave companions. His cloak was shredded and his arms and ribs were bruised, but apart from this he had survived the Xogoth’s grip unscathed. Few could say as much.

Firefly lunged with his blade at the creature’s throat. It was a careless and clumsy attack, prompted by desperation, and he paid dearly for his haste. The creature dodged the strike and hit back with its clawed hand knocking the young warrior to the ground. Blood flowed from his gashed cheek. A gurgling snigger erupted from the Xogoth’s throat as it began to advance, emboldened by its success. Black Hawk saw the danger and seized the initiative. He leapt into the air and stuck out at the beast’s head, hoping to connect with a vital organ. The blow missed but, on returning to the ground, he struck again and this time was more successful. His sword tip bit deep into the Xogoth’s waist. A gush of black blood splashed his arm and he tightened his grip to prevent his sword from slipping from his grasp. The creature roared and twisted against the pain. The young Kai held firm as he was swung around by the Xogoth’s frantic movement. Still he maintained his grip but, in his determination not to lose his weapon, he left himself open to reprisal. The Xogoth took hold of Black Hawk by the throat and squeezed, the joints of his massive fingers cracking loudly. Growling and spitting, the beast slammed a gagging Black Hawk against a tree trunk and held him there. Moonlight glinted evilly in the creature's eyes and a trace of a smile creased its ghastly face as it drew back its free hand and straightened a claw-tipped finger. Then, with heart-stopping suddenness, it thrust its taloned digit deep into Black Hawk's body. The young Kai screamed as the iron-hard claw pierced his side. The monster chuckled as cruelly he twisted his finger, opening the wound wider. Black Hawk coughed; he could taste his own blood. Frantically his companions threw themselves upon the beast, hacking and slashing wildly until, through sheer force of will, they freed their wounded kinsman from the creature's grip. The Xogoth bellowed with rage and let Black Hawk drop to the ground. Sabre Fox, his clenched teeth gleaming brightly, let loose a back-handed swipe that tore a furrow of flesh from the beast's jaw. Wild Weasel, too, landed a blow but it failed to penetrate the creature's hide. The Xogoth roared and lashed out, sending Wild Weasel tumbling to the ground, blood trickling down his forehead from a gash to his scalp. Black Hawk's sword protruded from its side and the slick flow of black blood from the wound showed no sign of abating. Weakness was robbing the beast of its strength and, unbeknown to the Kai, its eyesight as well. Firefly awaited his chance. He dodged the wild sweeping lunges from those deadly clawed hands, and threw himself forward with his sword held rigidly before him, clasped in both hands. The beast raised its open palm as if to fend off the attack, and Firefly's sword skewered its open hand. Another howl tore open the night sky and echoed across the Wildlands. The Xogoth fell backwards, pulling Firefly off-balance as he did so. It lashed out with one horny foot and connected with the Kai Lord's side, sending him sprawling through the air to land beside his badly-wounded companion—Black Hawk. Firefly made as if to stand but lost consciousness and fell back limply into a tangle of rough grasses. The creature snarled at Sabre Fox and the young warrior retreated a few paces to avoid its cruel claws. He watched as the hated beast plucked Black Hawk's sword from its side and flung it at the unconscious Firefly. Valiantly Sabre Fox dived, his arm and sword outstretched, and deflected the whirling blade in mid-air. Sparks flashed momentarily in the darkness as steel met steel. The Xogoth staggered drunkenly towards a sapling and wrenched it out of the ground. Wild Weasel was closing in from behind, hoping to strike the beast in the lower back where its hide was thinner and its spine more vulnerable, but the beast sensed danger and whirled around in time to parry his sword thrust. Wild Weasel's blade split the sapling cleanly in two and creased the beast's skin—but it drew no blood. The Xogoth took a step back, feigning weakness to draw Wild Weasel nearer. It's acting was convincing and the young Kai, in his eagerness for vengeance, ignored his screaming sixth sense and rushed forward to strike again. With alarming speed the beast sidestepped and struck Wild Weasel a numbing blow with the wooden stump, sending him tumbling head over heels into the sparse undergrowth. Sabre Fox took up his sword and moved to place himself between the foe and his injured companions. The Xogoth could barely see the young human but he could smell where he was. The wound in his side continued to ooze black bile that formed a slick trail on the dusty ground. It growled once, spat a mouthful of blood-flecked phlegm at the defiant Kai, and then staggered away into the copse.

"I must finish this once and for all," hissed Sabre Fox, "or it'll return as soon as it's able. I vow to Ishir that its reign of terror will end this night!"

Guided by the beast's trail of gore, Sabre Fox hurried after his prey. The trees were widely spaced and offered no real obstacle, but the tangle of briars that soon carpeted the spaces between them clawed at his legs and conspired to slow his progress. The Xogoth, with its leathery skin, waded through these thorny bushes and was impervious to their barbs. The distance increased between them and Sabre Fox was tempted to abandon the chase. But then he realized that the beast's trail was leading him in a wide circle. Suddenly he realized that the creature was not fleeing at all; it was turning back towards the village. The battle was far from over. Gasping with fear and fatigue, Sabre Fox burst out of the copse and sprinted after the Xogoth whose unnatural body was silhouetted by the circle of torches as it approached the Tryne bridge. A cry arose from the village itself, a wail of panic. Those on lookout duty had seen the Kai pursuing the monster away into the darkness. Now the beast was returning and the Kai were no longer in sight. They feared the worst. The screams of the frightened lookouts was like music to the beast's ears. It was weak, in pain, and virtually blind, but it no longer cared. There was a rich meal awaiting it in the village—fresh meat, unguarded and frightened. Just as it liked it best. One or two succulent plump humans would revive its strength for sure.

The Xogoth reached the bridge and began to cross. Sabre Fox broke into a sprint and began yelling at the top of his voice in an effort to gain the creature's attention. His yelling had the desired effect for the Xogoth halted and turned its face away from the village. Sabre Fox was close now, no more than a dozen paces from the bridge. He skidded to a halt and snatched his mace from his belt. The beast uttered a gurgling laugh. It raised itself to its full height and looked with disdain towards its human adversary. Sabre Fox took aim and threw his weapon with all the strength he could muster. The mace span through the air and slammed into the beast's forehead with a sickening 'crack!' that could be heard throughout the village. For a moment the Xogoth seemed unaffected by the mighty blow. Then, its legs buckled and it slumped limply against the parapet of the bridge, its limbs twitching convulsively.

"Well cast, my friend!" It was Wild Weasel's voice. The young Kai joined Sabre Fox and together they advanced towards the fallen beast. Two or three of the braver lookouts, having seen the mace strike the Xogoth's head and the beast slump to the ground, emerged from their huts and were closing upon the bridge from the far side. One was dragging a net behind him.

"Quickly, bring that net here!" shouted Sabre Fox. The man obeyed and together the Kai and the lookouts cast the net over the trembling body of the beast.

"Slay it!" shouted one man. "Finish it before it revives and kills us all."

Sabre Fox drew his sword and inched nearer to the quivering, unconscious beast. With precision he selected his target—the Xogoth's unguarded throat.

"For Sommerlund and the Kai!" he yelled, and drew his blade swiftly across the beast's throat, laying it open from ear to ear. In less than a minute the beast had bled to death.

News of the kill spread like wildfire through the hamlet, drawing forth all of the frightened villagers from their hiding places. Excitedly they danced in the streets, hugging and kissing each other, yelling their joy that at last the Xogoth's reign of terror had ended. Sabre Fox and Wild Weasel hurried back to the copse to attend to their injured companions. Firefly was revived with a potion of Laumspur, but Black Hawk's condition was more serious than at first anticipated. The beast's talon had punctured his left lung and, although the wound was quickly healed by the combined efforts of the Kai's healing skills, it was all-too-apparent that the wound was poisoned.

With sombre faces the three young Kai carried their unconscious companion back to the village. The mood that greeted them was one of celebration but, for the three young Kai, their victory had been spoiled by the fear that their companion could die from the poison that was coursing through his body. Their own skills could not save him now; this was one battle that he would have to win by himself.

NEXT EPISODE: HARD TIMES AHEAD

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: RYAN HUMPHREYS
Age: 15
Address: England
Hobbies: Palladium RPG, basketball, Epic Space Marine, REM, Nirvana, Faith no More, U2.
Would like a US pen-pal, male or female, preferably a 15–17 year-old with same interests. Please send photo.

Name: CHARLES MARTIN
Age: 14
Address: England
Hobbies: Fantasy books, fantasy films, wargames, painting miniatures, all sport & music.
Would like a pen-pal with similar interests, any nationality, male or female.

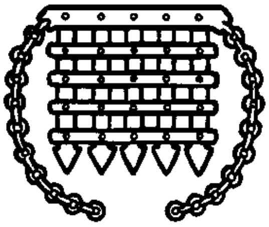
Name: MATTHEW COOMBES
Age: 12
Address: England
Hobbies: Computers, Lone Wolf, records, basketball, RPGs.
Would like a pen-pal, aged 12 / 13, with similar interests. Please send a photograph.

Name: ROBIN DWYER HICKEY
Age: ?
Address: England
Hobbies: Lone Wolf, RPGs, Hamlet, art, music, Amiga, Pratchett, Lovecraft, comics.
Would like a slightly mad pen-pal, male or female, into proper fantasy & sci-fi. Possibly a cat lover.

Name: MICHAEL HOLE
Age: 19
Address: Wales
Hobbies: Lone Wolf, video nasties, Rolemaster RPG, medieval myths, synths, early electronic music ('New Romantics') Kraftwerk, Depeche Mode, etc.
Would like a pen-pal, female, aged 15–19, sense of humour & adventure, any nationality, with similar musical taste, who enjoys writing. Send photo.

Name: SEAN BOTTORFF
Age: 15
Address: USA
Hobbies: RPGs (solo and group), reading, writing, fantasy books, computers.
Would like a pen-pal, aged 14+, preferably American with similar interests.

Name: KYLE B STIFF
Age: 13
Address: USA
Hobbies: Comic books, RPGs, drawing, writing, RPG video games, reading all Joe Dever books.
Would like a pen-pal, male or female, animal lover, similar interests, preferably European.



Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: ....

ADDRESS: ....

.... AGE: ....

YOUR HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE ....

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 39 Corfe Way, Broadstone, Dorset, BH18 9ND

News from the Monastery

A new UK role-playing and gaming magazine is set for release in November, entitled ROLE-PLAYER INDEPENDENT (RPI). Despite its title, it will feature all types of games (including computer games) but will concentrate mainly on role-playing games, systems, and supplements for RPGs. The second issue (out in December) will feature a mega-interview with Joe Dever, plus a 'Dawn of the Dragons' (Lone Wolf 18) competition. RPI will be available in most high street newsagents and games stores, but if you have any difficulty tracking down a copy you can obtain it by mail order from the following address: RPI, Symbiosis Publishing Ltd., Symbiosis House, 204 Henwick Road, Worcester, WR2 5PF (UK). Price = £2.10 (£1.75 + 0.35p p&p.)

Rob Davidson—an avid solo role-player and committed Lone Wolf fan—is producing a regular role-playing journal which will be devoted to all aspects of solo RPGs including reviews. Entitled SOLOIST'S SOJOURN, issue no. 1 is out now. One neat feature will be a regular section which gives detailed flowcharts of well-known gamebooks and solo game systems. For further details, send a SAE to: Rob Davidson, Soloist's Sojourn, 40, The Avenue, Yeovil, Somerset, BA21 4BN, UK. Overseas enquiries should enclose an international reply coupon.

ALTERNATIVE ARMIES are continuing to release new figures in the Lone Wolf Grand Master miniatures series. For availability, release dates, and prices, send an SAE to: Alternative Armies (Lone Wolf) Unit 6 Parkway Court, Bilborough, Nottingham, NG8 4GN U.K. Overseas enquiries should enclose an IRC.

The SOCIETY of FANTASY & SCIENCE FICTION WARGAMERS (SFSFW) is a new, independent, non-profit making organisation, run by gainers for garners, with the intention of promoting Fantasy & Science Fiction wargaming at all levels. It has its own newsletter (entitled 'Ragnarok') and it organises regular society games and demonstrations at conventions throughout the UK. The SFSFW is currently recruiting members—that is, people like you! Some SFSFW members are well-known (e.g. Joe Dever) and those serving on the society's committee include John Treadaway (from Practical Wargamer Magazine), Ashley Watkins (ex GMI and MekTek), and John Tuffley (Ground Zero Games). If you are interested in joining the SFSFW, send an SAE to: Steve Blease, 'Isengard', 121 Ridgeway Lane, Whitchurch, Bristol, BS14 9PG (UK).

Publication of Lone Wolf 18—'DAWN OF THE DRAGONS' (by Joe Dever; 375+ pages; £3.99) has been brought forward to December 6th 1992. Signed copies will be available to Lone Wolf Club members in the next issue of the Club Newsletter, due out before Christmas.

Red Fox & Arrow Books are publishing two special Lone Wolf omnibus editions for this Christmas. The 'LEGENDS OF LONE WOLF OMNIBUS' features the first two Legends novels (Eclipse of the Kai & The Dark Door Opens) by Joe Dever and John Grant. It is priced at £5.99 and would make an ideal introductory gift for someone new to the Lone Wolf saga. The 'LONE WOLF GAMEBOOK OMNIBUS' contains Lone Wolf gamebooks 1 & 2 (Flight from the Dark & Fire on the Water). It is also priced at £5.99. Signed editions of both omnibuses are available from the Club Secretary (£5.99 / $10.50 each). See the book order page for postage costs.

SUBSCRIPTION RENEWALS—If your Lone Wolf Club subscription is due for renewal, be sure to renew it as soon as possible. That way you'll be sure to continue receiving your Lone Wolf Club Newsletters without interruption. The Lone Wolf Club has been operating now since 1985, during which time we have been able to keep subscription cost increases to an absolute minimum due to your loyal and highly valued support. So remember, make sure your endurance and your Lone Wolf Club Membership never run out!

A reminder that BACK ISSUES of some Club Newsletters are still available (Nos. 15, 16, 17, 18,19, 20, 21, 22) at £1.40 ($4.00) each. Send your order to: Lone Wolf Club, Newsletter Backorders, 39 Corfe Way, Broadstone, Dorset, BH18 9ND, UK. All US orders are dispatched by air.

Joe Dever is proud to announce his collaboration with Roger Andrews—one of England's most gifted fine art sculptors. Together they are producing a superb range of Lone Wolf FINE ART SCULPTURES, the first of which is a stunning hand-painted statuette of Lone Wolf in the robes of a Kai Grand Master. Other sculptures currently in production include Banedon, Viveka, and Nolrim the Dwarf, plus a host of other well-known characters from the world of Lone Wolf.

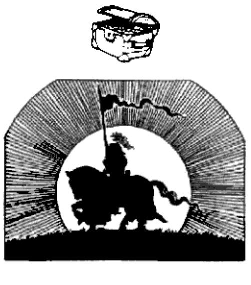
Further details about these exciting new Lone Wolf sculptures can be found on page 8 of the newsletter. As a special offer which is being made to Lone Wolf Club members only, the LONE WOLF GRAND MASTER statue shown in the advertisement (price £79.00) can be purchased on extended 0% credit terms over three months. To buy your statuette and take advantage of this offer, simply fill in the form on page 8 and send three post-dated* cheques for £26.33p (made payable to 'Lone Wolf Sculptures') to the address given therein.

* Your three cheques should each be for £26.33 and dated as follows:

Chq No.1: 30 November 1992
Chq No.2: 30 December 1992
Chq No.3: 30 January 1993

Unfortunately, the above offer is not open to US club members. However, US Lone Wolf Club members can place an order by sending their completed form to the Lone Wolf Club Secretary, 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK), together with a personal cheque for $172.00 made payable to Joe Dever. The Club Secretary will then organize air mail shipment of your order within 21 days of receipt of your order / cheque. The Lone Wolf range of sculptures really are of the highest quality and should prove to be a worthy investment that will provide you with a lifetime of pleasure.

CONTRIBUTIONS. Short stories, poems, quizzes and all other Lone Wolf related material is always welcomed from club members. If you wish to submit any of the above material for consideration with a view to publication in a future edition of the newsletter, send it to: Lone Wolf Club, Member Submissions, 39 Corfe Way, Broadstone, Dorset. BH18 9ND, UK.



The Giak Word List

The start of a semi-regular feature in which we catalogue all of the most frequently used words of the Giak vocabulary.

ENGLISH	GIAK
above	ATOG
AND	ash
ANGER / ANGRY	ganiak
ANIMAL	gorak
archer	DULDUG
arena	MAGNOK
arm	GUK
ARMOUR	zaggan
ARMY / WAR PARTY	orgar / dorgar
ARROW	dulag
ash	KEGA
ASK / DEMAND	jok
AT	iak
ATTACK (n)	dargag
ATTACK (v)	darg
awake / awaken	RAKKA
AXE	ogg
Baby	LAG
Bag	JUGA
barracks	GAZJAT
barricade	ODGOZ
battle	GUDNAK
bay / cove	EGIZA
BED	shardar
before	NUG
behind	OGAT
belly	DUG-DUG
bend	IKA
berserk / crazy	HEGEZ
betray	STAG
BIG / GREAT	gudjag
bird	DIKRAK
bite	DIG
BLACK	hel
blind	EKIZ
blockade	ODGOZEG
BLOOD	adez
blow	DUZA
BLUE	gug
BOAT / SHIP	muzar
body	HAK
bolt	SHAZ
BOOK	zad
BOOT / SHOE	hagor
border	GAGJAK
bottle / jug	ADAG
BOW	tuk
bracelet	MUTAZ
BREAK	jez
bridge	MOK

ENGLISH	GIAK
BRIGHT	gadaj
BROWN	klag
bucket	EDAK
BURN	azgad
bury	ADUG
BUT	ka
call	HUK
camp	GOGAK
canyon / chasm	OKROG
captain	EGUD
CARRY	kag
cask / barrel	RADGOR
CASTLE / STRONGHOLD	gazad
catapult	TEGDARG
cavalry	NOZODIM
cell / prison	LIZOG
CHAIN	shuk
CHAMPION	kookar
CHARGE	shaag
CHEAT	noza
cheer	JEGKA
CHEST	tadzar
child	IGGI
CHURCH / TEMPLE	zazgog
circle	ADUZ
CITY / TOWN	gedad
claw (n)	HAG
claw (v)	HAGAG
CLEAN	stug
CLOAK	nozosh
CLOSE / SHUT	zen
cloud	MUGTAZ
COLD	gour
COME	dez
COMING	dogez
COMPANY	nadarog
cook	LAZAG
COURAGE	rugga
COWARD	odogon
crossbow	NUZOG
crown	REKNOZ
cup	IOK
CUT	shez
DAGGER / KNIFE	ogsha
damage	ADUK
dance	JANTOK
DANGER	jatnar
DARK	nad
dawn	ZUGGUZ
day	EGUK
deaf	AKOG

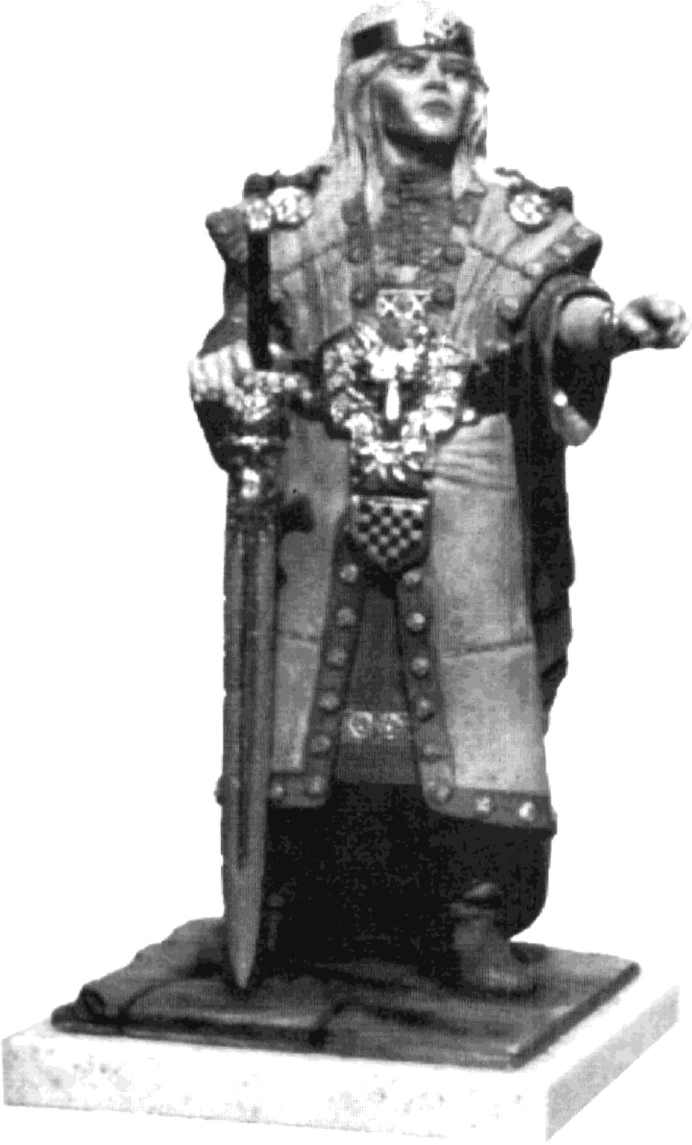
NB. Words in capitals in the English column are those which are featured in the Magnamund Companion and past issues of the Lone Wolf Club Newsletter. Words in capitals in the Giak column appear here for the first time.

LONE WOLF

FINE ART SCULPTURES

Presents

GRAND MASTER LONE WOLF



Actual height approx: 8.5"

This stunning hand painted statuette of Lone Wolf clad in the regalia of a Kai Grand Master, is the vanguard of a series of fine art quality figurines celebrating the unique creatures and characters of Magnamund—the World of Lone Wolf.

Do not miss this special opportunity to be one of the first to own a premier edition Lone Wolf sculpture.

Superbly crafted by Roger Andrews, one of Britain's leading fine art sculptors, this exclusive first edition statuette is hand-cast and hand-finished to the highest collector's standard. Priced at only £79.00 each fully inclusive to any UK address it represents exceptional value for money.

Whether you are a Lone Wolf fan or simply a lover of quality art, the Lone Wolf series of fine art sculptures is an investment that should provide you with a lifetime of pleasure.

As a special introduction on this first edition, we are issuing a Certificate of Authenticity with each order, individually signed by the creator of Lone Wolf—author Joe Dever

To order, simply complete the Priority Order Form below and send it with your remittance to:

Roger Andrews Studios, PO Box 2, Llantwit Major, South Glamorgan, CF6 9NW (UK).

Please send me ...... (No.) statuette(s) of "GRAND MASTER LONE WOLF" at the price of £79.00 each, fully inclusive to any UK address. (Overseas orders add £17.00 airmail surcharge). I understand that delivery may take up to 28 days and that I can return the figurine within 30 days thereafter for a full refund if I am not satisfied with my purchase. All payments must be made in UK £ Sterling.

Name: .... **Telephone:** ....

Address: ....

.... **Post Code:** ....

LONE WOLF 17: PRIORITY ORDER FORM

ORDER NOW AND YOUR SIGNED COPY OF ‘THE DEATHLORD OF IXIA’ WILL BE SENT TO YOU BY RETURN POST. To order, just fill in the space below, indicating how many copies you require in the places provided. Send the completed form (or a copy of it), together with a cheque or postal order for the correct amount, to:

LONE WOLF CLUB, LW17 BOOK OFFER, 39 Corfe Way, Broadstone,
Dorset, BE18 9ND, England.

Name...

Address..

....

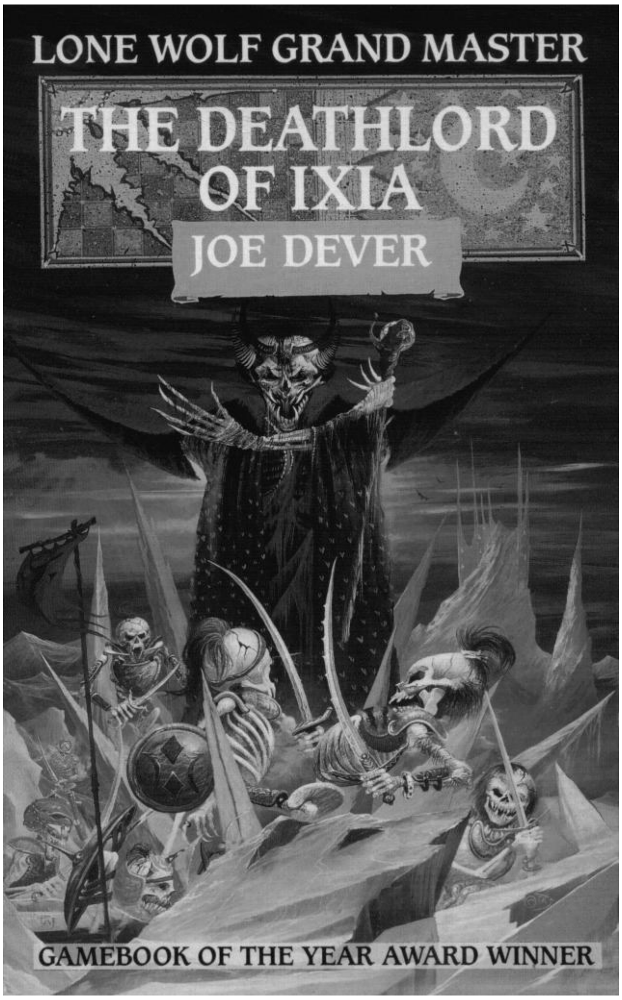
| No. of books required—
ZIP/POSTCODE .... | LONE WOLF 17: ....

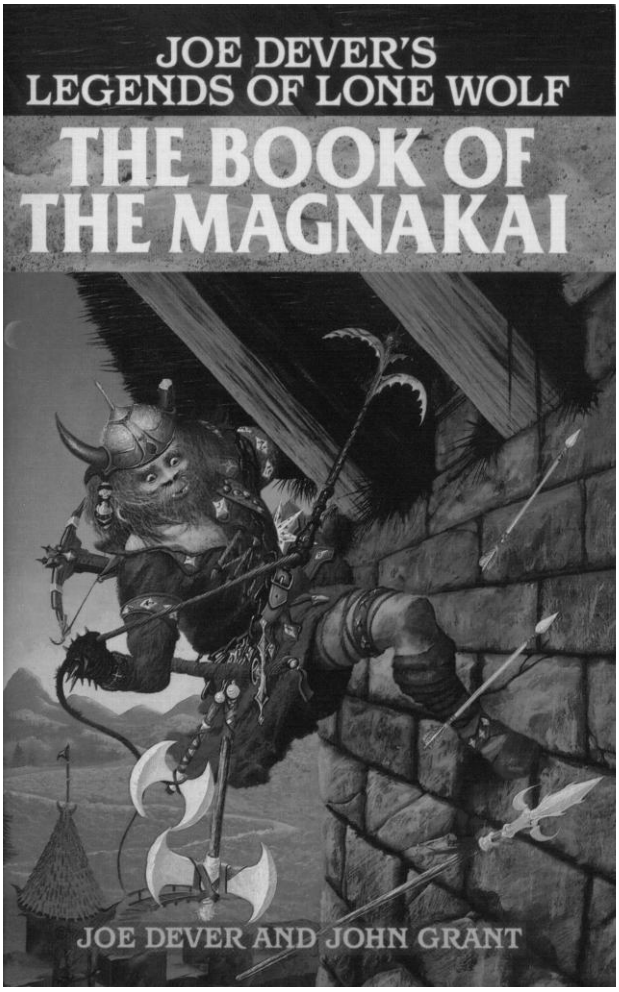
‘The Deathlord of Ixia’—pub. date Aug 1992. 360+ pages.

UK Price £3.99; US Price $7.95. UK/BFPO club members postage FREE OF CHARGE when ordering on this form. Overseas members please add £1.50 ($3) for airmail 1 book, £2.00 ($4) for airmail 2 books. Additional books add 0.50p or $1 per book. No profit is made on postage charges.

UK/BFPO residents please make your cheque payable to: THE LONE WOLF CLUB. US residents please make personal US$ cheques payable to: Joe Dever.

All payments must be in £ sterling or US dollars. Every effort will be made to dispatch books promptly.





LEGENDS 8: PRIORITY ORDER FORM

ORDER NOW AND YOUR SIGNED COPY OF ‘THE BOOK OF THE MAGNAKAI’ WILL BE SENT TO YOU ONE WEEK BEFORE FIRST PUBLICATION. To order, just fill in the space below, indicating how many copies you require in the places provided. Send the completed form (or a copy of it), together with a cheque or postal order for the correct amount, to:

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Dorset, BE18 9ND, England.

Name ....

Address..

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ZIP/POSTCODE .... | LEGENDS OF LONE WOLF 8: ....

‘The Book of the Magnakai’—pub. date Nov 1st 1992. 384 pages.

UK Price £3.99; US Price $7.95. UK/BFPO club members postage FREE OF CHARGE when ordering on this form. Overseas members please add £1.50 ($3) for airmail 1 book, £2.00 ($4) for airmail 2 books. Additional books add 0.50p or $1 per book. No profit is made on postage charges.

UK/BFPO residents please make your cheque payable to: THE LONE WOLF CLUB. US residents please make personal US$ cheques payable to: Joe Dever.

All payments must be in £ sterling or US dollars. Every effort will be made to dispatch books promptly.

COMPETITION RESULTS

Issue 22's 20-question 'The Legacy of Vashna' Competition attracted more than a hundred entries, of which 84 were correct. Here are the questions and correct answers:

1. Through which city would you pass if you rode the main highway from Vakovar to Helin? ANSWER: KARKASTE
2. Name the tavern in Helgor frequented by Smudd. ANSWER: THE CROOKED SAGE
3. How many acolyte prisoners were tied to the stone obelisk on the quayside at Vorn? ANSWER: THREE
4. Name Chegga's two sons. ANSWER: ZHOLA AND GORGAN
5. What was inside Gwynian's envelope? ANSWER: A MAP OF NORTHERN MAGADOR
6. One part of the Black Corvayl is highly valued. Is it its horn, its fur, or its fangs? ANSWER: ITS FUR
7. Who are the most feared brotherhood of assassins in all of Northern Magnamund? ANSWER: THE GUILD OF RHEM
8. Name the horse Lone Wolf decided not to ride to Magador. ANSWER: STORM
9. When Lone Wolf first arrives in Vorn, how many ships are moored in the harbour? ANSWER: ONE (1)
10. In Helgor, the President's palace is situated atop which hill? ANSWER: VANAGROM KNOLL
11. What did the Acolytes of Vashna swallow to induce a state of battle-frenzy? ANSWER: ADGANA
12. Name Fryad's mule. ANSWER: IZZY
13. According to the Demoness Shamath, how many 'Dwellers of the Abyss' are there? ANSWER: TWO (2)
14. If you entered the furriers' shop of Ghadlar & Sons with 50 Gold Crowns in your money pouch, and you purchased 2 Wolfskin Cloaks and a Kalkoth Hide, how many Crowns would you have left over? ANSWER: 6 GOLD CROWNS
15. What are Vythaz? ANSWER: TIMID, GOAT-LIKE MOUNTAIN ANIMALS
16. Who shows Lone Wolf a safe route through the hills to Vorn? ANSWER: BAYAN
17. Name the great lake which lies due west of Lake Vorndarol. ANSWER: LAKE KAZONARA
18. How does Lone Wolf get across the River Storn? ANSWER: BY ROPE FERRY
19. Name the power-word of the Elder Magi. ANSWER: 'GLOAR!'
20. Name the King of Magador whom President Kadharian overthrew. ANSWER: KING VANAGROM VI

WINNER: PATRICK KELLY of Dublin, Eire.
RUNNERS-UP: JONATHAN NOBLE of Winchester
PAUL LEWIS of Nottingham
LUKE SCHMIDT of Modesto, Ca. USA.

Congratulations to Patrick who won a CASIO CHRONO-ALARM WATCH, and to Jonathan, Paul, and Luke who each won signed copies of 'The Deathlord of Ixia' and 'The Birthplace'.

Award-winning fantasy gamebooks & novels by international bestselling author—JOE DEVER

					No. req'd	Total
Book	1:	Flight from the Dark	£3.99	$7.00		
Book	2:	Fire on the Water	£3.99	$7.00		
Book	3:	The Caverns of Kalte	£3.99	$7.00		
Book	4:	The Chasm of Doom	£3.99	$7.00		
Book	5:	Shadow on the Sand	£3.99	$7.00		
Book	6:	The Kingdoms of Terror	£3.99	$7.00		
Book	7:	Castle Death	£3.99	$7.00		
Book	8:	The Jungle of Horrors	£3.99	$7.00		
Book	9:	The Cauldron of Fear	£3.99	$7.00		
Book	10:	The Dungeons of Torgar	£3.99	$7.00		
Book	11:	The Prisoners of Time	£3.99	$7.00		
Book	12:	The Masters of Darkness	£3.99	$7.00		
Book	13:	The Plague Lords of Ruel	£3.99	$7.00		
Book	14:	The Captives of Kaag	£3.99	$7.00		
Book	15:	The Darke Crusade	£3.99	$7.00		
Book	16:	The Legacy of Vashna	£3.99	$7.00		
Book	17:	The Deathlord of Ixia	£3.99	$7.00		
Book	18:	Dawn of the Dragons	£3.99	$7.00		
Book	19:	Wolf's Bane	N.Y.A			
Book	20:	The Curse of Naar	N.Y.A			

FREEWAY WARRIOR by Joe Dever

Book	1:	Highway Holocaust	£2.50	$4.50		
Book	2:	Slaughter Mountain Run	£2.50	$4.50		
Book	3:	The Omega Zone	£2.99	$5.50		
Book	4:	California Countdown	£2.99	$5.50		

LEGENDS OF LONE WOLF (NOVELS)

By Joe Dever & John Grant

Book	1:	Eclipse of the Kai	£3.99	$7.00		
Book	2:	The Dark Door Opens	£3.99	$7.00		
Book	3:	The Sword of the Sun	£3.99	$7.00		
Book	4:	Hunting Wolf	£3.99	$7.00		
Book	5:	The Claws of Helgedad	£3.99	$7.00		
Book	6:	The Sacrifice of Ruanon	£3.99	$7.00		
Book	7:	The Birthplace	£3.99	$7.00		
Book	8:	The Book of the Magnakai	£3.99	$7.00		
Book	9:	The Tellings	N.Y.A			
Book	10:	The Lorestone of Varetta	N.Y.A			

CASSETTES

LONE WOLF AUDIOBOOK 1: "Eclipse" [Twin cassette pack—3 hours play]	£7.99	$14.95		

SUB TOTAL ______
POSTAGE ______
TOTAL ______

N.Y.A. = Not yet available

ALL BOOKS ORDERED IN THIS FORM HAVE BEEN SIGNED BY AUTHOR —JOE DEVER

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No. Books	UK / BFPO	USA	OVERSEAS
1	£0.50	$ 5.50	£1.75
2	£0.85	$ 9.00	£2.15
3	£1.35	$13.90	£2.65
4	£1.70	$18.70	£3.25
5	£2.25	$22.00	£3.95
6	£2.80	$25.00	£4.50
7+	£3.00	$29.50	£5.25

All US orders dispatched by airmail
Please allow 28 days for delivery
No profit is made on postal charges
All carriage charges are at cost

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Broadstone
Dorset
BH18 9ND
England

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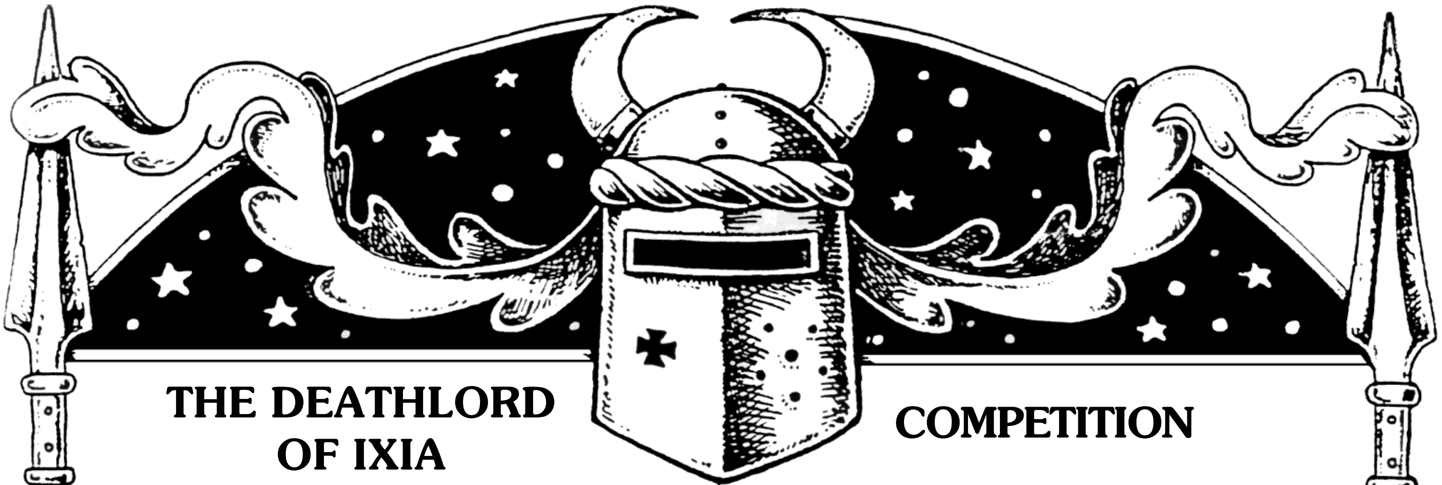
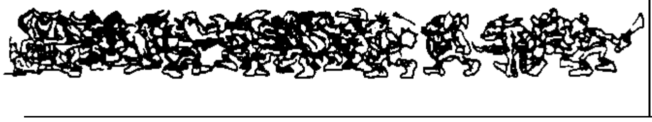


THE DEATHLORD OF IXIA COMPETITION

This issue's competition is based around events and details which can be found in "THE DEATHLORD OF IXIA'—the 5th of the Lone Wolf Grand Master gamebooks.

All you have to do is answer the 15 questions correctly (neatly on a separate sheet of paper), then send it, together with your name, address, Kai rank and age, to the club at the address shown below.



All entries must be submitted no later than 1st January 1993. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 12th February 1993.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a special PRE-PUBLICATION COPY OF 'THE DARK DOOR OPENS'—the second of Joe Dever's Lone Wolf Audiobooks which is due for publication in the Spring of 1993. The next three correct entries will each win signed copies of Legends of Lone Wolf 8—The Book of the Magnakai. Good Luck!

1. Name the commander of the Lencian garrison on Azgad Island?
2. In which Lone Wolf adventure did Tagazin first appear?
3. What is a pantard?
4. Name the Elder from Dessi whom Lone Wolf meets at the court of King Sarnac?
5. What is the capital of Lencia?
6. What is Captain Lanza's battle-cry?
7. Upon emerging from the iceberg field into the Tozaz Sea, one of the crewmen celebrates by opening a bottle he has been keeping for a special occasion. What does the bottle contain?
8. Who is the mayor of Vadera?
9. Name the dread underwater creature that guards the subterranean harbour close to Xaagon?
10. What are the mountains located 300 miles to the east of Xaagon?
11. What is the nature of the weather when Lone Wolf first sets sail from Vadera harbour?
12. Name and describe the type of ship on which Lone Wolf leaves Vadera bound for Azgad Island?
13. What is the name of the Drakkarim settlement located on the western shore of Lake Ghargon?
14. What is the name of the bear-like creature of Ixia that possesses a reptilian head which is topped by a twisted horn?
15. Name the river that feeds into the Shakoz Bight?

Send your answer sheet (with your name, address, age & Kai rank details) to:
THE LONE WOLF CLUB (Q23), 39 Corfe Way, Broadstone, Dorset, BH18 9ND, England.

LONE WOLF CLUB

1993 New Year's Special

OUT NOW!

The eighteenth gamebook in the Lone Wolf Grand Master series—

DAWN OF THE DRAGONS

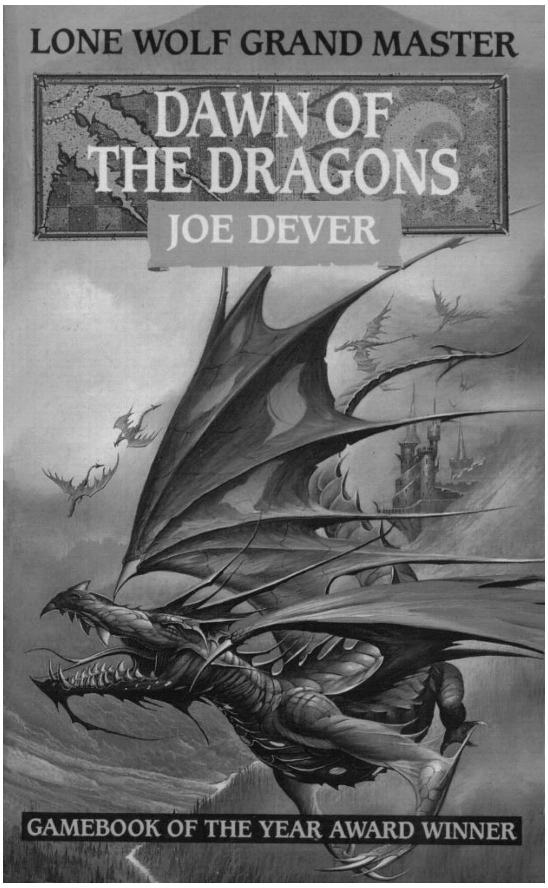
See page 10 for the special club order form which will enable you to get your copy, signed by author Joe Dever.

Also in this special edition of the Club Newsletter:

MASTER WOLF—Joe Dever gives a mega-interview with Role-Player Independent: Britain's newest magazine devoted to all aspects of the role-playing hobby, in which he outlines his plans for the future of the Lone Wolf series.

PLUS

SPECIAL COMPETITION—A special 1993 New Year's prize competition.


LONE WOLF GRAND MASTER
DAWN OF THE DRAGONS
JOE DEVER
GAMEBOOK OF THE YEAR AWARD WINNER

Master Wolf

Joe Dever reveals the history and future of Lone Wolf in this candid interview with Britain's newest role-playing magazine.

Interview with Joe Dever conducted by Chris Baylis
(A longer version of this interview appears in the January 1993 issue of Role-Player Independent magazine. The following abridgement appears here with the kind permission of RPI.)

Whatever your connection with role-playing, you will definitely have come across the name Joe Dever at same time or another. Joe was the first (only?) Brit' to win the prestigious AD&D (™) Championship in America, and has in recent years created one of the most intriguing and exciting literary heroes since Conan or Elric first fought their way into our souls. Lone Wolf, the Kai Grand Master of Sommerlund, has adventured and journeyed into international fame and popularity through Joe's unique imagination and penmanship, via full-length novels and fantasy gamebooks.

Vegetarian Joe, 36, married to Melanie and father of Ben (11) and Sophie (5), has overcome adversity to reach the dizzy heights of bestseller stardom, yet be has managed to retain his health, sense of humour, and most of all, his roots. Wealth and fame haven't altered his outlook on life or his approach to gaming, just his availability to it. He spends his free time shooting clay pigeons, painting, swimming, flying, parachuting, and fighting tabletop fantasy battles. Though, as he is constantly working on new Lone Wolf adventures, dutifully ensuring that each is sufficiently removed from the previous to be enjoyably different, he finds that nowadays he has precious little time for these hobbies. His family are all important to him and share his enjoyment of action movies, music, and foreign travel.

Catching Joe away from his word processor for a few moments, I was able to put these questions to him, and found him to be not only a most prolific author, but also a most pleasant, honest, and refreshingly forthright person to chat with.

RPI Did winning the ORIGINS AD&D (™) championship affect your decision to become a fantasy author?

JD Winning the AD&D (™) "open" in 1982 was a very satisfying experience as there were so many competitors and I was the only Brit' taking part. At the time I had no plans to become a professional author; that decision came about in the autumn of the following year. Although the win didn't set my career on a new course, on reflection it did help me later when I was seeking a publisher for Lone Wolf.

RPI Where did you find the inspiration to write fantasy novels and develop the World of Magnamund? For example, would you give any credit to Gary Gygax, AD&D (™) or role-playing in general for sending you along the road to fame and fortune as an author?

JD I suppose the earliest inspiration for the world of Lone Wolf came from playing wargames with toy soldiers when I was eight or nine years old. I had two fantasy armies which I'd built up from Airfix Roman and Medieval plastic soldiers, and I can remember running a campaign with four of my school friends. I created a fantasy world map and a set of campaign rules. These rules were a crude hybrid—a cross between Risk (the Waddington's game) and football league tables. Every Sunday afternoon we'd play out battles using a copy of the Donald Featherstone classic "Wargames", and I'd award the winners points that altered their position in the league. My main inspiration for the games was a comic strip called "The Trigan Empire" which appeared weekly in Look & Learn magazine. Until I was about sixteen, I used to run my school games club and organise regular historical-based wargames, mostly American Civil War and WWII battles. I was also an avid science-fiction reader, especially keen on the works of Moorcock, Peake, and Tolkien. When I left college and started work in the music industry my interest in sci-fi and games waned until, by chance, while I was working in Los Angeles in 1977, I discovered a 3-pamphlet set of rules called "Dungeons & Dragons" in a backstreet games shop. They were crudely produced, but I can still remember the eureka-like excitement when I realised the creative potential these rules offered. Without a doubt, discovering D&D (™) rekindled my interest in gaming and got me back into creating worlds and running campaigns. Lone Wolf and the world of Magnamund evolved from a series of role-playing campaigns that I ran between 1977–1981. During this period I kept careful record of all the games that I hosted for friends and associates. These were later to form the solid background and basis for the Lone Wolf books.

RPI Did you base the Lone Wolf character on anyone in particular? By this I mean were you influenced in his appearance, dress, code of behaviour, etc. by any past hero or heroes of book, game or screen, or did he, perhaps, evolve from your own favourite role-playing character?

JD Although the character of Lone Wolf was not based on any one individual, the character class of Kai Lord evolved during my early AD&D (™) campaigns. I suppose the Kai Lords are, in AD&D terms, psionic rangers with special powers bestowed on them by their gods. These powers (Kai Disciplines) are innate to them, but they are undeveloped at birth and can only emerge through training and / or campaign experience. Appearance-wise, the Kai are Nordic; their social setting, the land of Sommerlund, is neo-medieval European (a sort of cross between 13th century England and 11th century Denmark); alignment-wise they are Lawful-Good.

RPI Many of the Lone Wolf stories are based on your own role-playing experiences, is there one that springs most readily to mind which has possibly given you more satisfaction than any other?

JD The Battle of Cetza, which occurs in Lone Wolf 10—'The Dungeons of Torgar', was originally played out in its entirety on a wargames table about three years before I wrote the adventure. The book contains a detailed map showing the troop positions before the battle and, since publication, I must have received more than two dozen letters from readers who have recreated the battle on a tabletop and played it for themselves.

RPI Speaking of maps, each of your Lone Wolf books has a segment of the "world" map within its pages, but is there a complete map or map book available for readers who wish to play the games as a continuing campaign and see at a glance the position of each town, village or territory, to that of the current adventure? If not, would you consider producing one, possibly with a gazetteer, similar in manner to TSR's first "World of Greyhawk" (™) folder pack?

JD The world maps of Magnamund were reproduced in colour in "The Magnamund Companion", together with a gazetteer of all the nations and territories. It's a very useful sourcebook if you're thinking of setting a role-playing campaign in the world of Lone Wolf. Currently it's out of print in the UK, but some copies of the US import edition are available from the Lone Wolf Club.

RPI Is Lone Wolf completely apart from you or is he in any way an extension of your dreams and fantasies, a sort of alter-ego?

JD There are certain aspects of Lone Wolf's character that I admire, such as his moral strength and single-minded devotion to his worthy cause, and I suppose there are some parallels between the character and myself. But on the balance I would say they are few. I don't consider the character to be my alter-ego.

RPI Yourself and Gary Chalk (your illustrator for the original books) became well known to fantasy games players in the UK as a gaming duo, and whenever one of your names was mentioned as attending a convention or function, it was naturally accepted that you would both be there together. What caused the parting of the ways between you?

JD I first met Gary in 1982 when I was working as a manager of a Games centre shop in London. He was working for Standard Games Ltd at the time and became a regular customer at the shop. In 1983, as fate would have it, we both ended up working for Games Workshop in London. He was illustrating game supplements and I was in charge of White Dwarf advertising. He knew I'd been working on Lone Wolf for years and when I asked him if he'd be the illustrator for the books he readily agreed. When we signed-up with Hutchinsons, the book publishers, they were keen to promote us as rivals to Livingstone & Jackson, which is why we often appeared together at publicity events, even though we always worked on the Lone Wolf books separately. I wrote the adventures and then Gary prepared his illustrations based on my manuscript and guidelines. At first everything went smoothly enough, but the huge success that Lone Wolf enjoyed during 1984–1985 brought with it pressures that I hadn't anticipated. Gary, in my considered opinion, became very unreasonable. In the summer of 1985 I had had enough and I decided to sever our collaboration as I was finding it virtually impossible to communicate with him. I have since worked successfully with several other illustrators (notably Brian Williams, Peter Jones and Peter Parr) and writers (Ian Page and John Grant) who have made a great contribution to the evolution of the Lone Wolf saga.

RPI Games companies and fantasy publishers seem to have a habit of collapsing and British games oriented magazines are renown for not staying the course. Do you have any ideas on why these publications fail to reach their potential and grab the gamer's attention in the way an American magazine like, say, the "Dragon (™)" has over the years ?

* * *

JD The reasons for the demise of recent British RPG independent magazines are wide and various. Some were brought down by the financial collapse of their parent companies, others failed to deliver what their readers really wanted, and some were simply not good enough. Today's RPG scene is in need of a good independent voice that only a non-house magazine can provide. For what it's worth, I think such a magazine must provide its readers with material relevant to their needs. Unbiased game reviews, clear photographs, high editorial standards and production values, idea-packed scenarios for the most popular systems, new miniatures from independent companies, competitions with decent prizes, etc. It must also take a bold stance with it's editorial comment and not be afraid to criticize the industry big-boys whose virtual monopoly seems geared to churning and burning youngsters who are new to the hobby. It's got to tell those kids that there is an independent alternative out there. But it cannot expect to be respected and supported by the UK gaming public just because it is independent; it's got to earn that support and respect. In these harsh economic times, it'll have to consistently give its readers a very good reason for buying each and every edition.

RPI Games Workshop have consistently sold thousands of copies of White Dwarf in the UK, Europe, and America. To what do you attribute this success and have they got a "magic" formula other magazines should be using?

JD White Dwarf has gone through a radical metamorphosis during the last 15 years or so. The only thing that has remained the same is the title. In its early days, when Workshop were primarily importing and distributing US role-playing games to the UK and Europe, it had a very benevolent attitude to all role-playing products that was beneficial to the growth of the hobby. But by the mid-1980s everything had changed. Those small RPG companies had become big corporations, Workshop included. Personally I would no longer classify White Dwarf as a magazine. It's nothing more than a monthly Games Workshop rules supplement welded to a glossy mail order catalogue. Most companies would describe such a publication as "sales literature".

RPI Fantasy game books were around for a few years before they became substantially accepted and the Livingstone-Jackson combination on Fighting Fantasy (™) introduced the majority of gamebook players to this style of solo role-playing. How much of an influence on you, and the creation of the Lone Wolf saga, were the Fighting Fantasy (™) books?

JD Fighting Fantasy (™) did not influence the creation of Lone Wolf per se, but it certainly influenced my decision to produce Lone Wolf in a solo role-playing format. Originally it had been my intention for Lone Wolf to be a role-playing campaign game, akin to RuneQuest (™). I was working at Games Workshop at the time that Fighting Fantasy (™) was taking off for Steve Jackson and Ian Livingstone, and the incredible success of their first few books was obvious to everyone there. Ian Livingstone knew that I had been working on Lone Wolf for a long time and he suggested that I let Games Workshop produce it. In return for handing over the copyright I would be paid the princely royalty of 1%! Frankly, I was so insulted by this offer that I decided that there was absolutely no way I was going to let Workshop have Lone Wolf. Instead, I decided to resign and develop Lone Wolf as a solo gamebook series in direct competition with Fighting Fantasy (™). It was the best business decision I've ever made. With hindsight, I suppose I owe Ian Livingstone a vote of thanks; had he offered me a half-decent royalty I might well have been tempted to accept. I shudder to think how things would have worked out given that scenario!

RPI Not long after the game books became popular we saw a number of Graphic Adventure and Fantasy Quest books appear. These were A4 in size and highly colourful and of glossy high quality, yet they never were generally accepted by the UK gamers. Why do you think this was, and did you, or have you, contemplated producing a Lone Wolf equivalent?

JD There is a Lone Wolf graphic novel currently in production. It's entitled "The Skull of Agarash" and it is being illustrated by Cyril Julien, a young British artist. It's his first major project and we're both very excited by the way it is developing. He has a great eye for detail. The book will be 64 pages of A4, in colour and black & white, with Brian Williams' cover art. We're hoping to keep the price down below £5.00 which represents exceptional value for money. It's a straight graphic novel (not a solo gamebook or questbook) and the story is a wholly original Lone Wolf adventure that I've written specifically for this format. Publication in the UK is set for Christmas 1993. As for why the others failed; I think it was a deadly combination of hack text, average quality illustrations, and high cover prices, that put paid to the A4 Questbook format. Basically I don't think the standard was anywhere near good enough to warrant the price the public were being charged.

RPI You have written 18 Lone Wolf gamebooks and there have been 50 Fighting Fantasy (™) issues to date. Don't you think that between you all possible ground has been covered and that you are now both regurgitating old adventures under different banners, and, in a way, conning gamers into buying the same product in a variety of wrappers? And in the same line of reasoning, do you feel that AD&D (™) has reached its limitations and is now only dressing mutton as lamb by releasing umpteen different "new world" settings?

JD I think this may be a valid criticism of the Fighting Fantasy (™) series, but Lone Wolf is a completely different animal. For one thing, the Lone Wolf adventures are progressive: you can carry forward your character from one book to the next, just like a regular role-playing campaign. Each book can be played separately of course, yet when you play them in sequence you'll discover additional levels of subtlety and challenge. Many characters appear and reappear, just like old friends. Cryptic clues and special items found in earlier books become useful in later ones. Remember, the world of Lone Wolf was created long before I wrote the first adventure and consequently I have a wealth of detailed material to draw on. I have the luxury of being able to choose what to put in and what to leave out. I didn't have to suddenly create a world in response to the first book's success, or to satisfy a publisher hungry for more titles. The world was already there. Each of the Lone Wolf adventures has a different setting and I strive very hard not to duplicate any encounter or situation. Also I pay great attention to the quality of the prose and I always try to work in a few unexpected surprises that will keep my readers on their toes. Another important difference between Lone Wolf and Fighting Fantasy (™) is the fact that I am the sole author of the Lone Wolf series. Steve and Ian may have their names on the covers but they have not written all 50 books. By bringing in additional writers they have obviously been able to increase the number of books published, but I think the quality and

continuity of their series has suffered. However, I think the quality of the AD&D (™) new world settings is pretty good, though it's inevitable that a company the size of TSR will be product-driven, that is, having to constantly generate new material in order to stimulate interest and survive in a competitive market. There's a lot of new talent coming through, especially in the USA, and TSR, to their credit, appear to be nurturing this new wave of young writers and designers. Most are in their late teens and early twenties, and have been raised on 1980's role-playing material. Now they're starting to produce their own stuff. The signs are encouraging but only time will tell if they have anything stunningly radical to offer.

RPI How far do you intend to take the Lone Wolf series? Is there a defined ending that you have already written and "hidden" somewhere just waiting for the right moment to release it, rather similar in fashion to Agatha Christie and her famed detectives Miss Marple and Hercule Poirot, both of whom had their fates sealed a long time before their "final" adventures were printed?

JD I have indeed already outlined the progression of the Lone Wolf saga. I've designed in such a way that it will evolve over the course of four series, totalling 32 books:

a) The Kai series (Books 1–5) is introductory and is aimed at beginners. The five adventures cover Lone Wolf's rise to the rank of Kai Master.

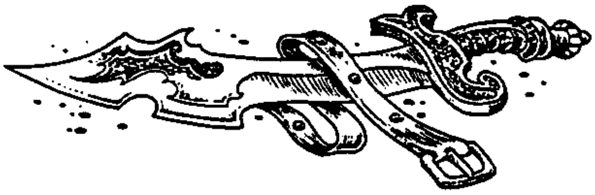
b) The Magnakai Series (Books 6–12) is an intermediate set of adventures culminating with Lone Wolf's defeat of his arch-enemies—the Darklords of Helgedad. They span his rise to the rank of Kai Grand Master.

c) The Grand Master Series (Books 13–20) is an advanced level of adventures culminating with Lone Wolf attaining the rank of Supreme Master.

d) The New Order Series (books 21–32) Individual adventures by New Order Kai Lords. The readers will have the chance to create and play new Kai Lords, or they can take on the role of New Order Kai who first appear in the Grand Master Series. Lone Wolf selects quests for them in Southern Magnamund and beyond. Creation of new Kai Weapons and a modified rule system will enhance these role-playing challenges.

RPI What about after book 32?

JD My major commitment is to the role-playing system and I'm actually contracted to continue with Lone Wolf until at least 1995/96. I have also licensed Roger Andrews, one of Britain's best sculptors, to produce a series of fine art sculptures based on Lone Wolf and the main characters from the adventures. The first of these is a 9" statuette of Lone Wolf clad in Grand Master regalia. There is also a range of Lone Wolf 25mm miniatures that Alternative Armies have just released. These are also based on the Grand Master series. Finally, to take up what little remains of my spare time, I am contracted to produce more in the series of Lone Wolf audiobooks, the first of which "Eclipse of the Kai" is already in its third reprint. This is particularly satisfying as it has allowed me the chance to make use of my first career—music. It's given me the opportunity to compose and produce full musical and sound effects scores based on the Legends of Lone Wolf novels.



RPI At one time there were simply hundreds of amateur magazines, or fanzines as they are known, in the UK, and games stores would stock these on their shelves alongside the professional glossy mags. Now only a handful of these amateur publications have survived and games stores seem unwilling, almost frightened, to stock them. Do you think there is a place for the amateur press publication and do these often photocopied periodicals actually offer anything to the gamer?

JD Most amateur magazines, or fanzines, are labours of love on the part of their editors. They're born from a gnawing desire to spread the word about their excellent hobby, a pursuit which gives them great personal satisfaction and enjoyment. Why else would anyone subject themselves to the anguish, frustration, and expense of producing such publications. Nobody can seriously expect to make any money out of it, can they? And yet, despite the odds, they still appear. God bless 'em! The main reason the shops cut back or drop fanzines altogether is that: a) they have more profitable products to devote their shelf space to, or b) they simply can't be bothered to get involved with amateurs. Sad, but true.

RPI There is a distinct lack of "personalities" in gaming at present and so the re-emergence of Gary Gygax is quite a pleasant surprise, but do you see there being a market for his new product, even though it is in conjunction with the powerful GDW corporation?

JD Mr Gygax is still a major talent in the industry and we've all a lot to be thankful to him for. I've got great respect for his creative ability and I think his collaboration with GDW (who have been around as long as he has) will be a success, but perhaps more so with older garners who recognise the name and respect his reputation. However, I don't think GDW can compete on equal terms with TSR, and for this reason alone I don't believe that "Dangerous Journeys" will oust AD&D (™) from the RPG top-slot.

RPI Do you still role-play, and if so which systems do you prefer? Also, do you consider yourself to be a better referee than player or vice-versa?

JD Yes I still role-play fairly regularly, at least once every two weeks, and most often I play large-scale fantasy battlegames (2000+ figures) using a personal set of rules that have evolved over many years. They were originally based on the 1st edition "Reaper" rules, the forerunner to Warhammer (™), but now bear little resemblance to that system. I also still enjoy AD&D (™) MERP (™) and Call of Cthulhu (™). I consider myself a better GM than player, after all, it's what I do for a living when you think about it. I'm sure my fellow players would agree.

RPI You have mentioned Lone Wolf as a role-playing system, can you expand a little on your ideas for this?

JD It is still my intention to turn Lone Wolf into a role-play system and I already have a few friends and colleagues involved in preparatory work. Hopefully this will evolve into a game worthy of succeeding the solo-gamebook system.

RPI Lone Wolf is a virtuous hero and is especially suitable for role-playing, but who were your own boyhood heroes and, if a film were to be made of Lone Wolf, who would you like to see in the starring role? And, whilst talking of heroes, if you hadn't created Lone Wolf which hero would you like to have brought into existence?

JD I suppose, like most of my friends at the time, I most admired sportsmen and film stars when I was much younger. When I wasn't playing wargames, I was either on the football field or in the cinema. I was ten years old when England won the World Cup (1966) and so there's still a place in my heart for that England squad. Of all my boyhood heroes though, I think I most admired Steve McQueen, and the character he played in "The Great Escape" was probably in the back of my mind when I created Lone Wolf. Paramount Pictures did actually express an interest in the film rights last year and like any author, I would be flattered and delighted if a film was made based on my work. To play Lone Wolf? I think Michael Praed (he was Robin Hood on TV before Jason Connery took over the part) would be a good choice. At least he can fire a bow and handle a sword. If I hadn't created Lone Wolf I would have been proud to have been responsible for Elric of Melniboné, Michael Moorcock's moody albino anti-hero.

RPI We have Lone Wolf as a gamebook, Lone Wolf as a novel, Lone Wolf as audio-novels, there is a distant possibility of Lone Wolf—the movie, and a not-too-distant Lone Wolf, the role-playing game. Are there other Lone Wolf products available or in the pipeline?

JD There have been a few Lone Wolf computer games in the past, the most recent of which was "The Mirror of Death" from Audiogenic Software, in 1990. Currently I'm working closely with an American company who have bought the rights to Lone Wolf software. We're developing games for PCs, MACs, and for use with CD-I. My personal view is that computer role-playing is fun, but it's no match for the real thing. I feel that computers will have to progress substantially in the field of artificial intelligence before they can compete with the human experience of interactive role-playing.

RPI One of the industries growing from role-playing and gamebooks is weapon-making and costume designing for live role-playing groups. How do you feel about this area of gaming and have you ever tried live-action fantasy?

JD I was dubious about LRP when it first appeared because it all looked so naff! Then, slowly but surely, this weird role-playing aberration began to grow in popularity. Still the costumes and equipment looked naff; still I was dubious. Stalking wet and gloomy cellars clutching a rubber sword somehow just didn't appeal, but finally I was persuaded to don a fibreglass breastplate and exchange my trusty Levi 501s for a pair of furry swimming trunks during an IFGS convention in Denver. I have never been the same man since; it was brilliant! It was like discovering role-playing again for the first time, and if it wasn't for my work schedule and the changeable British weather, I'd be inclined to LRP more often.

RPI LRP and tabletop role-playing have been the subject of several attacks from religious groups, often accusing the gamers of being Satanists or Devil Worshippers, corrupting young, susceptible minds. Do you take these sects or suggestions seriously and do they affect you consciously when you are setting about writing a Lone Wolf book which you know will be read by impressionable youngsters?

JD I think the anti-RPG views expounded by the Evangelical Alliance, the Baptists, and other fundamentalist religious groups over the past couple of years have been thoroughly discredited. Many of the so-called facts and statistics which their arguments relied upon turned out to be either false, or wildly exaggerated, and consequently the whole contentious issue seems to have fizzled out. It's been a victory for common sense, albeit a temporary one. No doubt the next time some crazed loner shoots up a Mid-West town we'll see the tabloids painting a grubby finger of blame at role-playing, but until then I no longer think it's an issue we should be losing sleep over. When it comes to writing Lone Wolf, I find it very easy to maintain a sound moral basis for the stories. The character is unquestionably good; he fights evil wherever it raises its ugly head; he is committed to protecting the weak and the innocent; he rarely curses; he's kind to animals; he always looks both ways before crossing a road, and he doesn't smoke. I rest my case, m'lud.

RPI If I was to tell you that I was contemplating writing a fantasy book, is there anyone in the UK that I could turn to for assistance, and what advice would you give to other young gamers who are thinking of writing their first novel?

JD My advice would be to write to your favourite authors wherever practicable as most of us "pro's" are only too pleased to encourage our readers. If you are still at school then ask your English tutor for information about local writer's groups. The Society of Authors can help with leaflets and advice, and the Writer's Handbook (Editor: Barry Turner. Published by MacMillan) is a valuable source of names and addresses. If you are serious about writing a fantasy novel or gamebook, by which I mean you must be prepared to put in at least 200 hours of work (Hey, nobody said writing was easy!) then the best advice I can give is to write to me, via the Lone Wolf Fan Club, and I'll send you some practical guidelines which I hope will encourage you to develop your talent.

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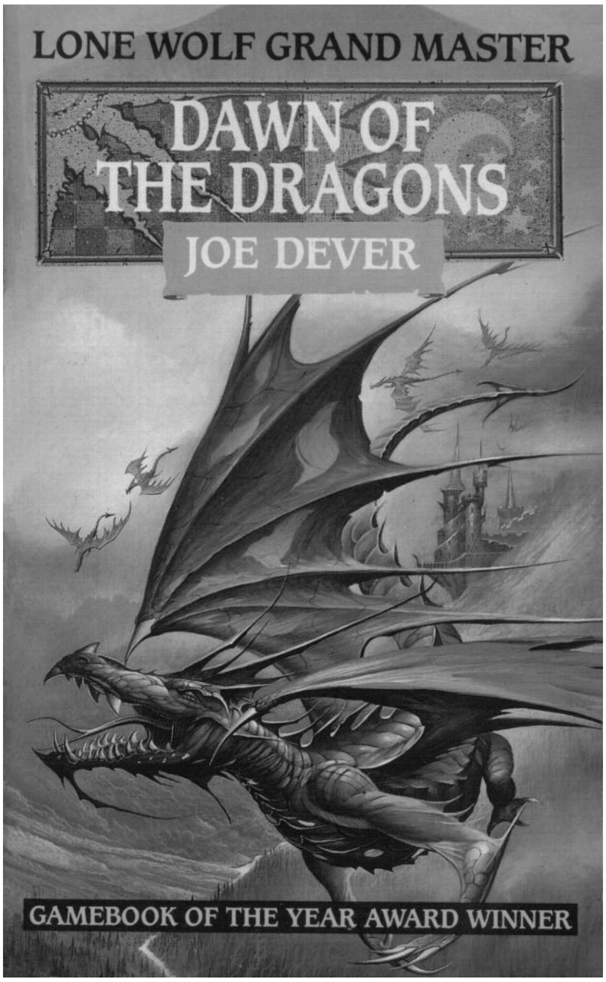

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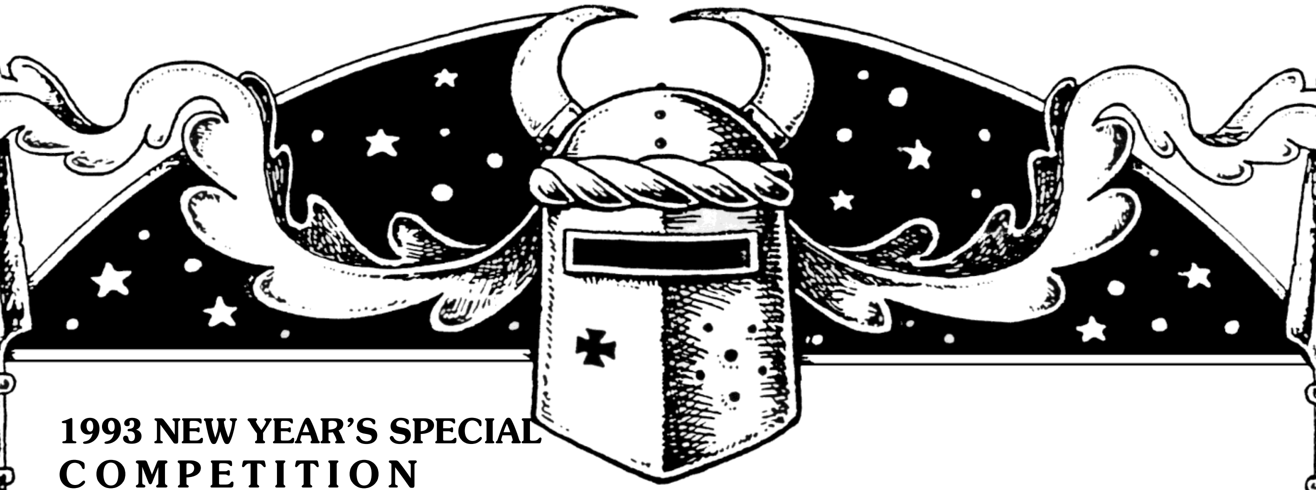

1993 NEW YEAR'S SPECIAL COMPETITION

This issues competition is based on details which can be found in "Master Wolf"—the Joe Dever interview on pages 2–10.

All you have to do is answer the 10 Questions correctly (neatly on a separate sheet of paper), then send it, together with your name, address, Kai rank and age, to the club at the address shown below.

All entries must be submitted no later than 1st April 1993. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 12th April 1993.

THE PRIZES: The first three correct entries, drawn at random from all those received by the closing date, will win signed editions of both LONE WOLF and LEGENDS OF LONE WOLF OMNIBUS EDITIONS. Good luck!

1. In which year did Joe Dever win the AD&D Open championship?
2. In which city was Joe working when he first discovered Dungeons & Dragons?
3. The land of Sommerlund is based on which two medieval countries?
4. Name the title of the Lone Wolf graphic novel which is currently in production?
5. What are the names of Joe's two children?
6. Name the sculptor of the new Lone Wolf fine art sculptures?
7. Name the company with whom Gary Gygax is now in Partnership?
8. Which film company expressed an interest in Lone Wolf last year?
9. What was the title of the Lone Wolf computer game produced by Audiogenic Software in 1990?
10. Who is the editor of the Writer's Handbook?

Send your answer sheet (with your name, address, age & Kai rank details) to: THE LONE WOLF CLUB (S93), 39 Corfe Way, Broadstone, Dorset, BH18 9ND, England.

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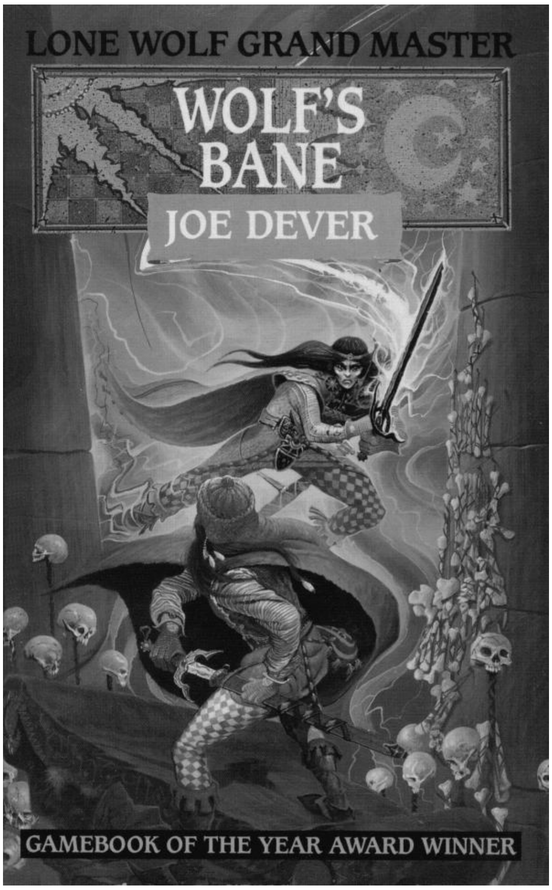
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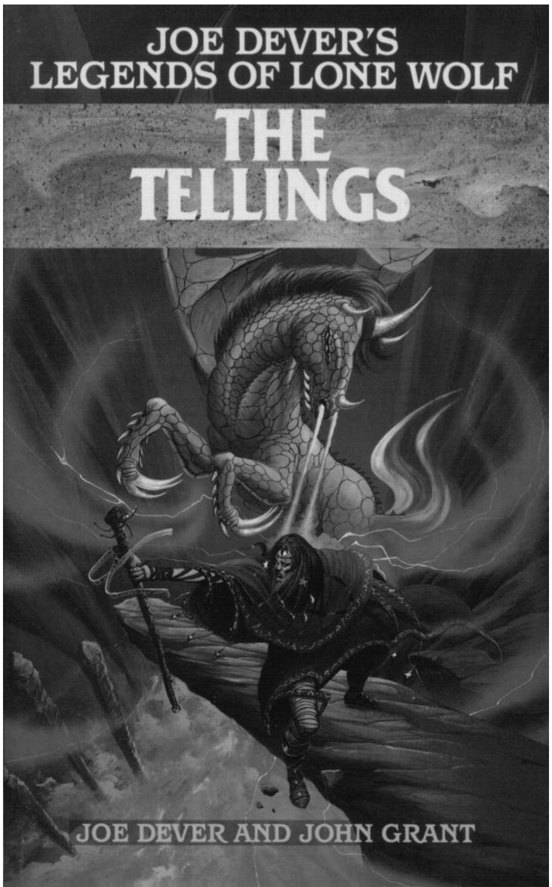
GAMEBOOK OF THE YEAR AWARD WINNER


JOE DEVER'S LEGENDS OF LONE WOLF
THE TELLINGS
JOE DEVER AND JOHN GRANT

News from the Monastery

Five new additions to the superb range of Lone Wolf FINE ART SCULPTURES are now available, each one hand-painted to the highest standard. We're pleased to be able to extend the special offer that was made to Lone Wolf Club members in Newsletter No. 23 so that any of the statuettes shown in the advertisement which appears on page 7 can be bought on extended 0% credit terms over three months. To buy your statuette(s) and take advantage of this offer, simply fill in the order form and send three post-dated cheques (each being one third of the order total, as shown below) made payable to 'Lone Wolf Sculptures' to the address given on page 7.

Value = 3 Chqs @

£ 79.00	£ 26.33
£ 69.00	£ 23.00
£ 59.00	£ 19.66
£ 19.00	£ 6.33

Your three cheques should be dated as follows

Chq No. 1: 30 July 1993
Chq No. 2: 30 August 1993
Chq No. 3: 30 September 1993

Unfortunately, the above credit purchase scheme is not open to US club members.

The Lone Wolf range of sculptures are of the highest quality and purchasers of the original Lone Wolf figurine (Grand Master) have been unanimous in their praise for the detail and standard of the pieces they received.

BACK ISSUES of the following Club Newsletters are available (Nos. 15, 16, 17, 18, 19, 20, 21, 22, 23 & the 1993 Special) at £1.40 ($4.00) each. Send your order to: Lone Wolf Club (Newsletter Backorders), 39 Corfe Way, Broadstone, Dorset BH18 9ND UK. All US orders will be dispatched by airmail.

Joe Dever will be attending this year's TEENAGE BOOKFAIR, organised by the city of Coventry, where he will be talking about his work as well as conducting a role-playing workshop on Monday 18th October 1993. This two-week special bookfair will be held at the Central Library, Smithford Way, Coventry and will run from 11th–23rd October. Other special guests will include Terry Pratchett and Colin Dann. For times and admission details please contact Mr Colin Scott (Assistant City Librarian) at the above address, or by phone on 0203–832457.

CONTRIBUTIONS. Short stories, poems, quizzes and all other Lone Wolf related material is always welcomed from club members. If you wish to submit any of the above material for consideration with a view to publication in a future edition of the newsletter, send it to: Lone Wolf Club, Member Submissions, 39 Corfe Way, Broadstone, Dorset, BH18 9ND, UK.

SUBSCRIPTION RENEWALS

SPECIAL BOOK OFFER

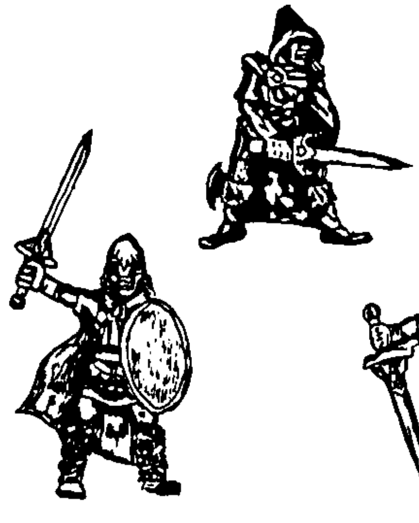
All members renewing their membership fees before December 31st 1993 will be entitled to a free Joe Dever book, signed by Joe himself. To receive your free book, clip out this coupon and attach it to your membership renewal form together with your payment.

Free Book

SUBSCRIPTION RENEWAL

Free books will be allocated at random. We are unable to supply specific titles on request. All free books are subject to availability.

Alternative Armies

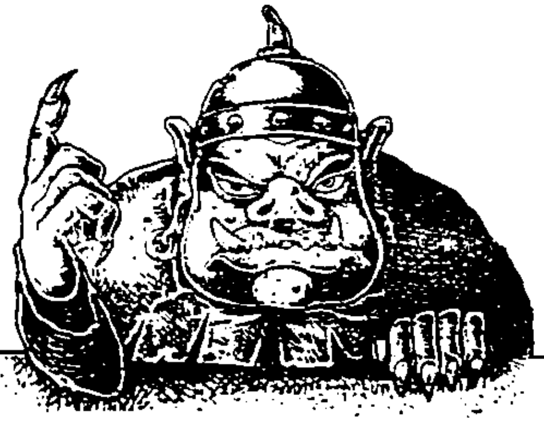


LW 001 LONE WOLF . . . . £3.50 (3 figs)
[Lone Wolf as Kai Initiate, Kai Master & Grand Master]

Mail Order Charges	
UK:	10%
Europe:	25%
USA	30%
Elsewhere:	50%

Order direct from:

Alternative Armies
Unit 6, Parkway Court,
Glaisdale Parkway,
Nottingham NG8 4GN (UK)



Rules Errata

Please note that in some early editions of Grand Master gamebooks 13–17 a literal error appears in the rules for the Grand Master Discipline of Deliverance. The section should read 'their ENDURANCE is reduced to 8 points or less' (not 'COMBAT SKILL' is reduced).

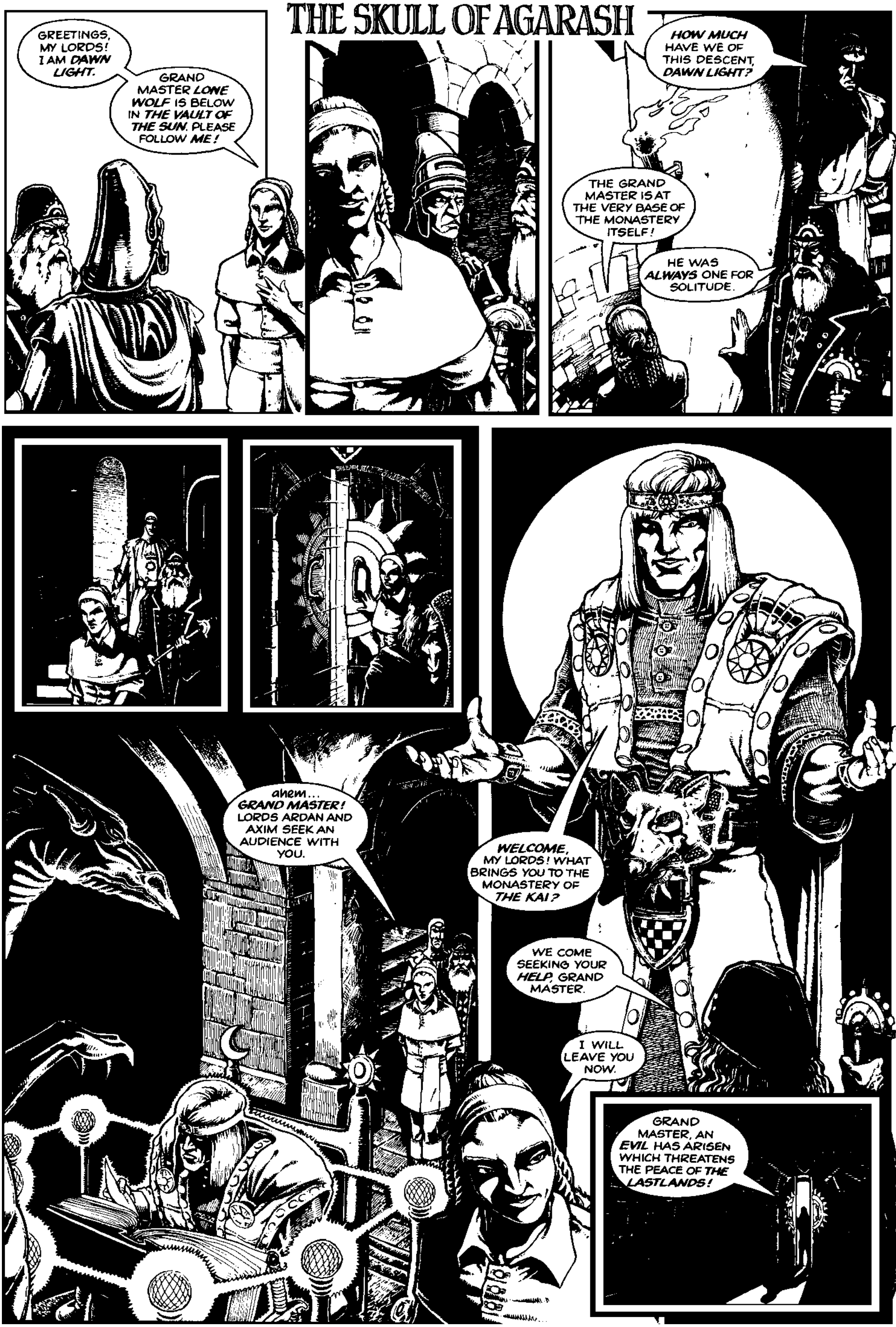
In Lone Wolf 16, the Improved Discipline of Kai-surge (at rank of Sun Lord) is not fully explained (a sentence is missing from the paragraph). A Kai Sun Lord using Kai Blast determines the damage inflicted on an enemy by picking two numbers from the *Random Number Table*. These numbers should be added together (a '0' = 1) and the resultant total equals the damage inflicted.

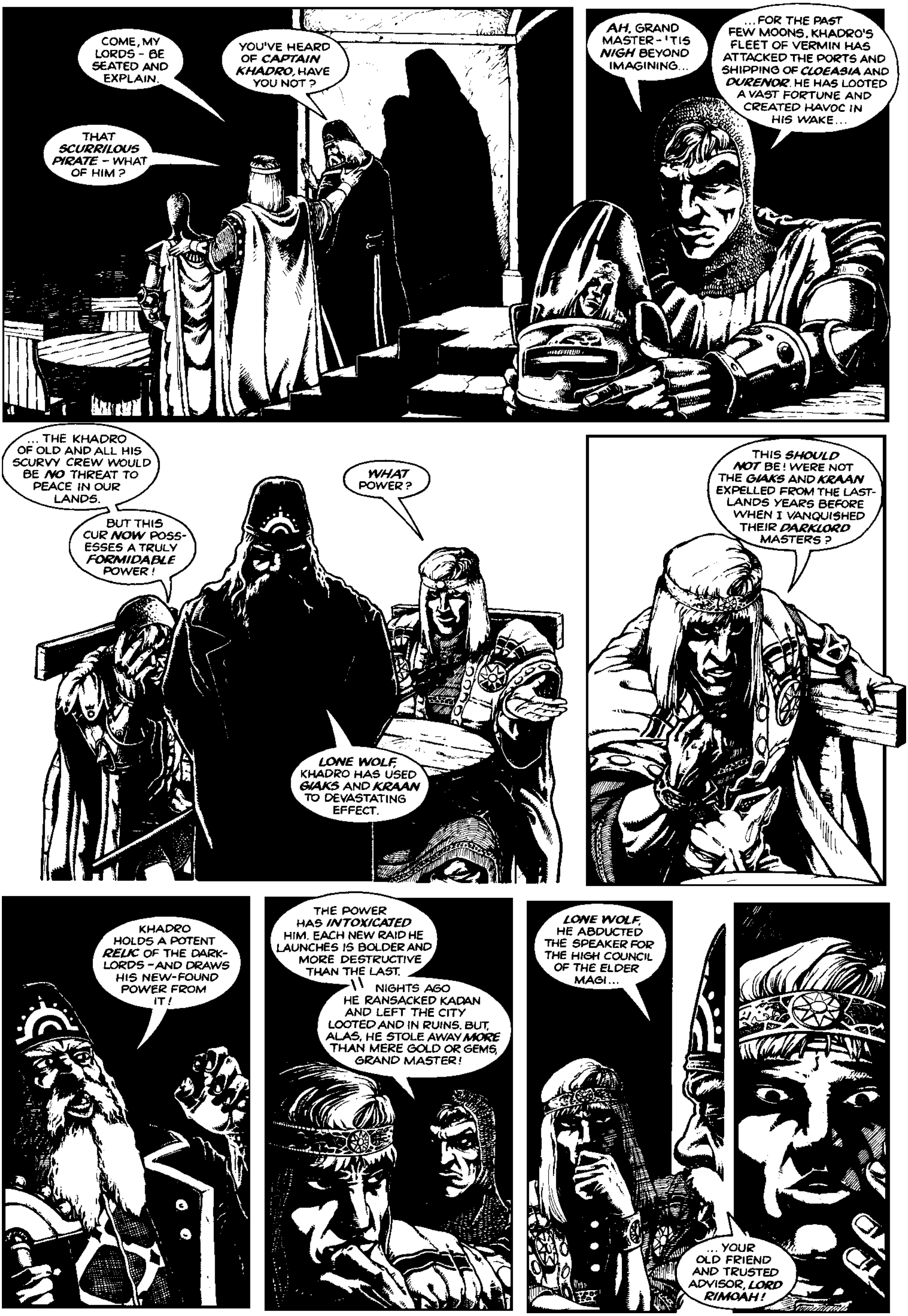
LONE WOLF

THE SKULL OF AGARASH

The long-awaited Lone Wolf Graphic Novel is close to completion now with Brian Williams and Cyril Julien working in collaboration on the final internal artwork. Publication had been set for this Christmas, but Red Fox have decided to postpone publication until next year for two reasons. The first is that 1994 is the tenth anniversary of the first Lone Wolf book— Flight from the Dark—and they want to publish "The Skull of Agarash" to celebrate this anniversary. The second reason they give is that this Christmas will be dominated by *Jurassic Park*, the film being released in the UK in November and the tie-in books (all published by Red Fox) all coming out for the Xmas gift market. They feel it would be unfair to Lone Wolf to launch the graphic novel at the same time. This is a bit unfair on Lone Wolf fans who have already waited a long time for this exciting publication, but, from a publisher's point of view, it would be silly to launch the Lone Wolf graphic novel at the same time as such a mega-blockbuster like *Jurassic Park*—it simply could not compete, and future Lone Wolf graphic novels could be jeopardised as a result. As compensation for this postponement, we will be featuring some pages from "The Skull of Agarash" in the Club Newsletter to give you a taste of things to (eventually!) come............

THE SKULL OF AGARASH


GREETINGS, MY LORDS! I AM **DAWN LIGHT**.
GRAND MASTER **LONE WOLF** IS BELOW IN **THE VAULT OF THE SUN**. PLEASE FOLLOW **ME!**
HOW MUCH HAVE WE OF THIS DESCENT, **DAWN LIGHT?**
THE GRAND MASTER IS AT THE VERY BASE OF THE MONASTERY ITSELF!
HE WAS **ALWAYS** ONE FOR SOLITUDE.
ahem... **GRAND MASTER!** LORDS ARDAN AND AXIM SEEK AN AUDIENCE WITH YOU.
WELCOME, MY LORDS! WHAT BRINGS YOU TO THE MONASTERY OF **THE KAI?**
WE COME SEEKING YOUR **HELP**, GRAND MASTER.
I WILL LEAVE YOU NOW.
GRAND MASTER, AN **EVIL** HAS ARISEN WHICH THREATENS THE PEACE OF **THE LASTLANDS!**


COME, MY LORDS - BE SEATED AND EXPLAIN.
YOU'VE HEARD OF *CAPTAIN KHADRO*, HAVE YOU NOT?
THAT *SCURRILOUS PIRATE* - WHAT OF HIM?
AH, GRAND MASTER - 'TIS *NIGH* BEYOND IMAGINING...
... FOR THE PAST FEW MOONS, KHADRO'S FLEET OF VERMIN HAS ATTACKED THE PORTS AND SHIPPING OF *CLOEASIA* AND *DURENOR*. HE HAS LOOTED A VAST FORTUNE AND CREATED HAVOC IN HIS WAKE...
... THE KHADRO OF OLD AND ALL HIS SCURVY CREW WOULD BE *NO* THREAT TO PEACE IN OUR LANDS.
BUT THIS CUR *NOW* POSSESSES A TRULY *FORMIDABLE* POWER!
WHAT POWER?
LONE WOLF, KHADRO HAS USED *GIAKS* AND *KRAAN* TO DEVASTATING EFFECT.
THIS *SHOULD NOT* BE! WERE NOT THE *GIAKS* AND *KRAAN* EXPELLED FROM THE LASTLANDS YEARS BEFORE WHEN I VANQUISHED THEIR *DARKLORD* MASTERS?
KHADRO HOLDS A POTENT *RELIC* OF THE DARKLORDS - AND DRAWS HIS NEW-FOUND POWER FROM IT!
THE POWER HAS *INTOXICATED* HIM. EACH NEW RAID HE LAUNCHES IS BOLDER AND MORE DESTRUCTIVE THAN THE LAST.
NIGHTS AGO HE RANSACKED KADAN AND LEFT THE CITY LOOTED AND IN RUINS. BUT, ALAS, HE STOLE AWAY *MORE* THAN MERE GOLD OR GEMS, GRAND MASTER!
LONE WOLF, HE ABDUCTED THE SPEAKER FOR THE HIGH COUNCIL OF THE ELDER MAGI...
... YOUR OLD FRIEND AND TRUSTED ADVISOR, *LORD RIMOAH*!

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: DANIEL LEWIS
Age: 11
Address: England
Hobbies: Computers, games, all Lone Wolf books, records, pet lover, sport, TV.
Would like a pen-pal aged 10+ who likes pets & computer games, and writes lots of letters.

Name: DOUGLAS McDONALD
Age: 13
Address: Scotland
Hobbies: Warhammer Fantasy Battle, music, reading, sport, Lone Wolf, painting miniatures.
Would like a pen-pal, any nationality, male / female, same interests not essential.

Name: BRYN O'CONNELL
Age: 12
Address: England
Hobbies: Lone Wolf, Warhammer Fantasy RP, cartography (map drawing), RPGs.
Would like a pen-pal with similar interests, aged 12–13.

Name: DAN SHEFFIELD
Age: 10
Address: USA
Hobbies: Lone Wolf, RPGs, reading, writing, drawing, video games.
Would like a European male pen-pal, preferably with similar interests.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME:..

ADDRESS:..

....

YOUR HOBBIES / INTERESTS..

....

TYPE OF PEN-PAL YOU WOULD LIKE..

....

....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 39 Corfe Way, Broadstone, Dorset, BH18 9ND

LONE WOLF

**FINE ART
SCULPTURES
PRESENTS**

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GUILDMASTER BANEDON

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LONE WOLF

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ALYSS

Please send me the following statuette(s), price inclusive of carriage and airmail (USA). I understand that delivery may take up to 28 days and that I can return the figurine(s) within 30 days thereafter for a full refund if I am not satisfied with my purchase. All payments must be made in **UK** sterling or **US** $ only.

		No required
GRAND MASTER LONE WOLF	**£79.00 / $172.00 (INC. CARRIAGE)**	....
GUILDMASTER BANEON	**£ 69.00 / $156.00 (INC. CARRIAGE)**	....
VIVEKA THE ASSASSIN	**£ 59.00 / $156.00 (INC. CARRIAGE)**	....
ALYSS	**£ 59.00 / $156.00 (INC. CARRIAGE)**	....
NOLRIM THE DWARF	**£ 19.00 / $ 52.00 (INC. CARRIAGE)**	....

NAME .... TELEPHONE ....
ADDRESS ....
.... ZIP / POST CODE ....
I enclose a cheque / postal order in the sum of £ / $ ....
UK cheques / postal orders should be made payable to: LONE WOLF SCULPTURES
US cheques / postal orders should be made payable to: JOE DEVER
Send your completed order form to: Roger Andrews Studios, PO Box 2, Llantwit Major, Sth Glamorgan, CF6 9NW (UK)

SPECIAL MONEY-OFF BOOK VOUCHER FOR CLUB MEMBERS

Lone Wolf Club Book Voucher

£1
$1.50

This voucher is worth £1 (or $1.50) off any book order over £10 (or $15)

● Photocopies of this voucher are not valid ●

Offer applies for books ordered by mail from the Lone Wolf Club. Voucher expires 31st Dec 1993.

ADVANCE BOOK ORDERS

The Lone Wolf Cub is introducing an advance book order system so that club members can be assured of receiving future releases in the Lone Wolf gamebook and Legends of Lone Wolf series as soon as they are printed in the UK. By ordering and reserving your books in this way you will be assured of receiving them 2–3 weeks before they go on sale in UK bookshops. All books will be signed by author—Joe Dever.

Please reserve for me the following titles in the Lone Wolf / Legends of Lone Wolf series:

No. Required

LONE WOLF 20: The Curse of Naar **£3.99 / $7.00** ....

The exciting conclusion to the Grand Master series. Publication date Nov 4th 1993. UK / BFPO members postage FREE OF CHARGE when ordering on this form. Overseas members please add £1.50 ($3.00) per book. UK £ cheques / postal orders payable to LONE WOLF CLUB. US$ cheques / postal orders payable to JOE DEVER.

LEGENDS 10: The Lorestone of Varetta **£3.99 / $7.00** ....

The Magnakai Quest begins! Publication date Dec 2nd 1993. UK / BFPO members postage FREE OF CHARGE when ordering on this form. Overseas members please add £1.50 ($3.00) per book UK £ cheques / postal orders payable to LONE WOLF CLUB. US $ cheques / postal orders payable to JOE DEVER.

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Zip / Post code ....

Send your completed order form to: LONE WOLF CLUB,
Advance Orders, 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

LONE WOLF 19: PRIORITY ORDER FORM

ORDER NOW AND YOUR SIGNED COPY OF 'WOLF'S BANE' WILL BE SENT TO YOU BY RETURN POST. To order, just fill in the space below, indicating how many copies you require in the places provided. Send the completed form (or a copy of it), together with a cheque or postal order for the correct amount, to:

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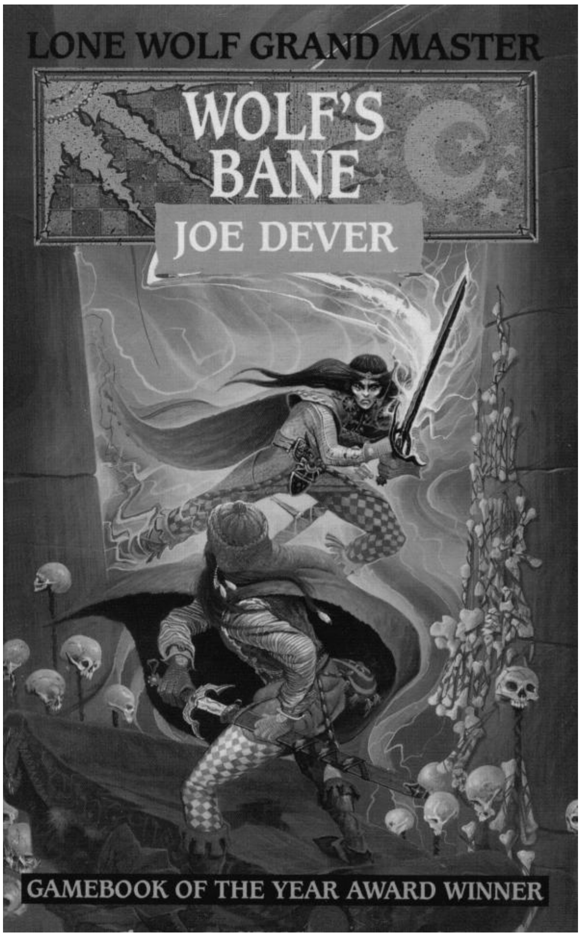
ZIP / POSTCODE .... LONE WOLF 19:........................

'Wolf's Bane'—Pub. date June 30th 1993. 350 pp. UK Price £3.99; US price $7.00. UK / BFPO Club members postage FREE OF CHARGE when ordering on this form. Overseas members please add £1.50 ($3) for airmail 1 book, £2.00 ($4) for airmail 2 books. Additional books add 0.50p or $1 per book. No profit is made on postage charges. UK / BFPO residents please make your cheque payable to: THE LONE WOLF CLUB. US residents please make personal US $ cheques payable to: Joe Dever. All payments must be in £ sterling or US dollars. Every effort will be made to dispatch books promptly.



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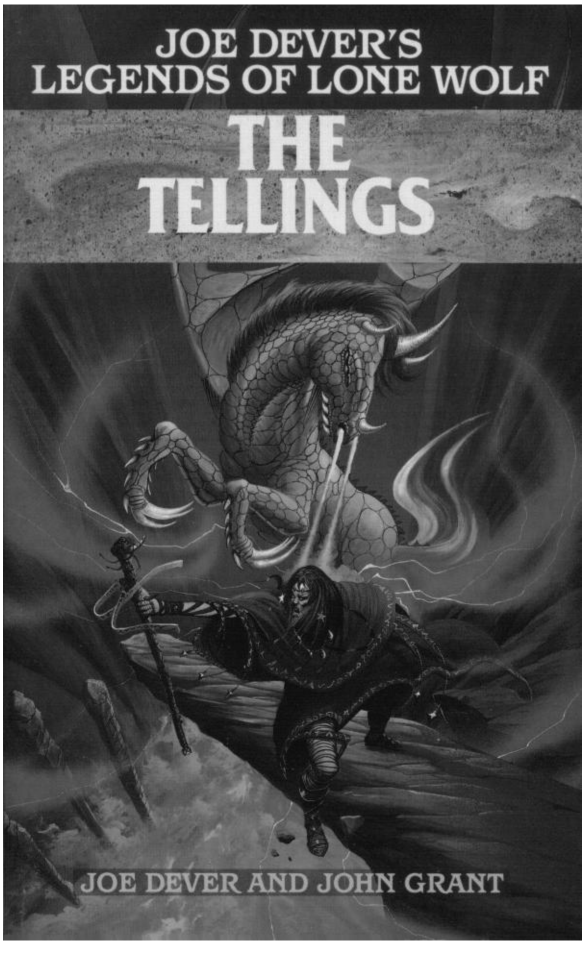

LEGENDS 9: PRIORITY ORDER FORM

ORDER NOW AND YOUR SIGNED COPY OF 'THE TELLINGS' WILL BE SENT TO YOU BY RETURN POST. To order, just fill in the space below, indicating how many copies you require in the places provided. Send the completed form (or a copy of it), together with a cheque or postal order for the correct amount, to:

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'The Tellings'—Pub. date May 30th 1993. 288 pgs. UK Price £399; US price $7.00. UK / BFPO Club members postage FREE OF CHARGE when ordering on this form. Overseas members please add £1.50 ($3) for airmail 1 book, £2.00 ($4) for airmail 2 books. Additional books add 0.50p or $1 per book. No profit is made on postage charges. UK / BFPO residents please make your cheque payable to: THE LONE WOLF CLUB. US residents please make personal US $ cheques payable to: Joe Dever. All payments must be in £ sterling or US dollars. Every effort will be made to dispatch books promptly.

COMPETITION RESULTS

The Deathlord of Ixia Newsletter No. 23

Answers

1. Captain Lanza
2. The Dungeons of Torgar
3. A heavy iron crossbow mounted on a rotating platform
4. Lord Ardan
5. Vadera
6. "For Lencia and the house of Sarnac"
7. Black Rum
8. Haglar
9. Ixian Gybia
10. Shegtar Peaks
11. Snowing heavily
12. A square-rigged man'o'war called the 'Maycastle'
13. Konanen
14. Ixian Mhagani
15. River Nenadgaj

Winners

First Prize:

PETER SHORT of Norwich

Runners-up:
ANDY NELSON of Tetbury
RUDY DIETER of Los Angeles
PATRICK PHILLIPS of Derby

Congratulations to Peter who won a pre-publication copy of the second Lone Wolf Audiobook—The Dark Door Opens, and also to Andy, Rudy and Patrick who each won signed copies of Legends of Lone Wolf 8—'The Book of the Magnakai'.

1993 New Year's Special Quiz

Answers

1. 1982
2. Los Angeles
3. 13th Century England & 11th Century Denmark
4. Ben & Sophie
6. Roger Andrews
7. G.D.W.
8. Paramount Pictures
9. "The Mirror of Death"
10. Barry Turner

Winners

3 x First Prizes:

KEVIN SAUNDERS of Spalding, Lincs.

CLIVE PARTRIDGE of Plymouth.

JAKE WITTER of Grand Rapids, USA.

Congratulations to Kevin, Clive & Jake who each won signed copies of both the Lone Wolf Gamebook and Legends of Lone Wolf Omnibus editions.

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JOE DEVER

LONE WOLF

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LW3:	The Caverns of Kalte		
LW4:	The Chasm of Doom		
LW5:	Shadow on the Sand		
LW6:	The Kingdoms of Terror		
LW7:	Castle Death		
LW8:	The Jungle of Horrors		
LW9:	The Cauldron of Fear		
LW10:	The Dungeons of Torgar		
LW11:	The Prisoners of Time		
LW12:	The Masters of Darkness		
LW13:	The Plague Lords of Ruel		
LW14:	The Captives of Kaag		
LW15:	The Darke Crusade		
LW16:	The Legacy of Vashna		
LW17:	The Deathlord of Ixia		
LW18:	Dawn of the Dragons		
LW19:	Wolf's Bane		

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Fantasy Novels (£3.99 / £7.00 ea.)		No. req'd	£Total
LLW1:	Eclipse of the Kai		
LLW2:	The Dark Door Opens		
LLW3:	The Sword of the Sun		
LLW4:	Hunting Wolf		
LLW5:	The Claws of Helgedad		
LLW6:	The Sacrifice of Ruanon		
LLW7:	The Birthplace		
LLW8:	The Book of the Magnakai		

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Twin cassette pack
3 hours play—(£7.99 / $14.95 ea.)

		No. req'd	£Total
LLWA1	Eclipse of the Kai		

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2 books in 1 edition (£5.99 / $10.50 ea.)

LLWO1	Legends Omnibus (1+2)		
LWO1:	Gamebook Omnibus (1+2)		

Sub-total: £ _____

P & P: £ _____

Total: £ _____

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UK

ALL BOOKS ORDERED IN THIS FORM HAVE BEEN SIGNED BY AUTHOR—JOE DEVER

All US orders dispatched by airmail.
Please allow 28 days for delivery.
No profit is made on postal charges.
All carriage charges are at cost.
Titles on this list are unabridged UK editions only; gamebooks have colour maps & double card covers.

IMPORTANT PAYMENT DETAILS

Make your remittance payable to—
UK £ Cheques / POs: THE LONE WOLF CLUB
US $ Cheques / POs: JOE DEVER

UK STERLING OR US DOLLAR CHEQUES OR POSTAL ORDERS ONLY

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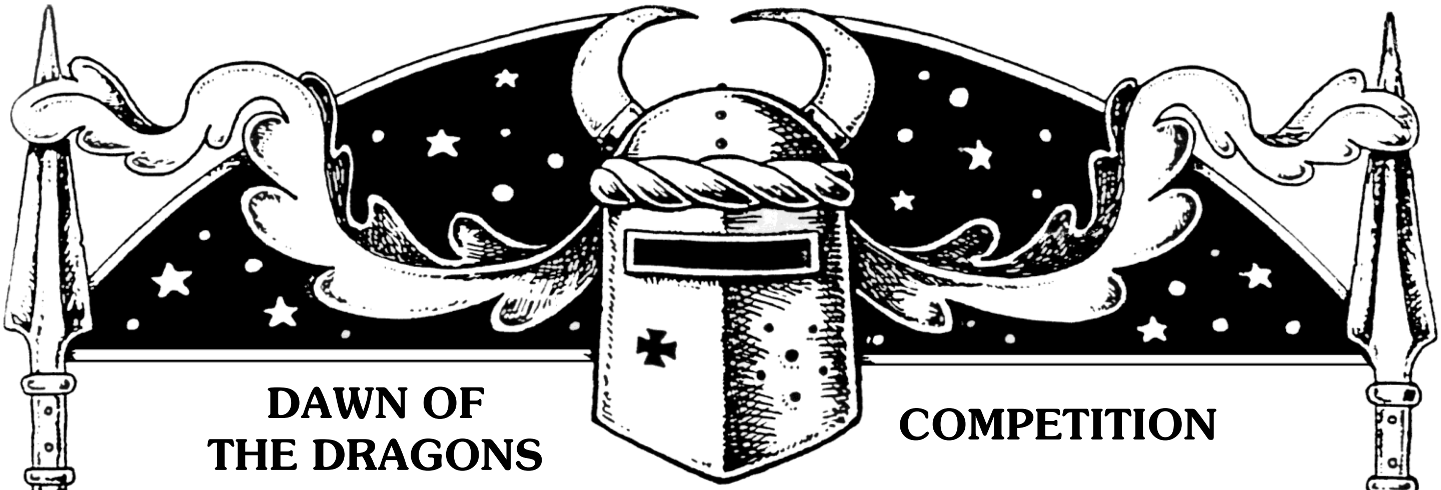
2	£0.85	$ 9.00	£2.15
3	£1.35	$13.90	£2.65
4	£1.70	$18.70	£3.25
5	£2.25	$22.00	£3.95
6	£2.80	$25.00	£4.50
7+	£3.00	$29.50	£5.25



DAWN OF THE DRAGONS COMPETITION

This issues competition is based around events and details which can be found in “DAWN OF THE DRAGONS”—the 6th of the Lone Wolf Grand Master gamebooks.

All you have to do is answer the questions correctly (neatly on a separate sheet of paper), then send it, together with your name, address, Kai rank and age, to the club at the address shown below.

All entries must be submitted no later than 1st October 1993. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 12th November 1993.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a ZEON TECH ‘GENIUS’ DATA BANK CALCULATOR with 120–item data storage facility and a schedule function. The next three correct entries will each win signed copies of Legends of Lone Wolf 9—The Tellings. Good Luck!

---

1. Name the ship which transports Lone Wolf from Vadera to Garthen?
2. Who is commander of King Ulnar’s Guard Cavalry?
3. How much is the toll for crossing the bridge across the River Kinam at Scade?
4. How far, in miles, is it from Quarlen to Casiom?
5. Name the Lord Constable of the Royal Citadel of Garthen?
6. What is the name of the province ruled by Baroness Coryene?
7. What or who is Aquas?
8. Name the largest of Holona’s municipal halls?
9. Who is the commander of the Palmyrion army at Holona?
10. How many jewels are there embedded in the scabbard of Prince Lutha’s dagger?
11. Name five of the New Order Kai who perished during the Lavas siege?
12. Describe the emblem that identifies the Shoni pilgrims?
13. Who is Rasbarin?
14. By what name is the fortified bastion of Duadon commonly known?
15. Who or what are the Black Ravens?
16. If you possess nine Grand Master Disciplines, what is your Grand Master rank?
17. Name the leader of Baroness Coryene’s bodyguard?
18. What is Huas?
19. Who is the bandit who leads the attack on Pinepeaks Abbey?
20. What is the ‘Star of Palmyrion’?

Send your answer sheet (with your name, address, age & Kai rank details) to:
THE LONE WOLF CLUB (Q24) 39 Corfe Way. Broadstone, Dorset, BH18 9ND, England

LONE WOLF
Club

Newsletter No. 25

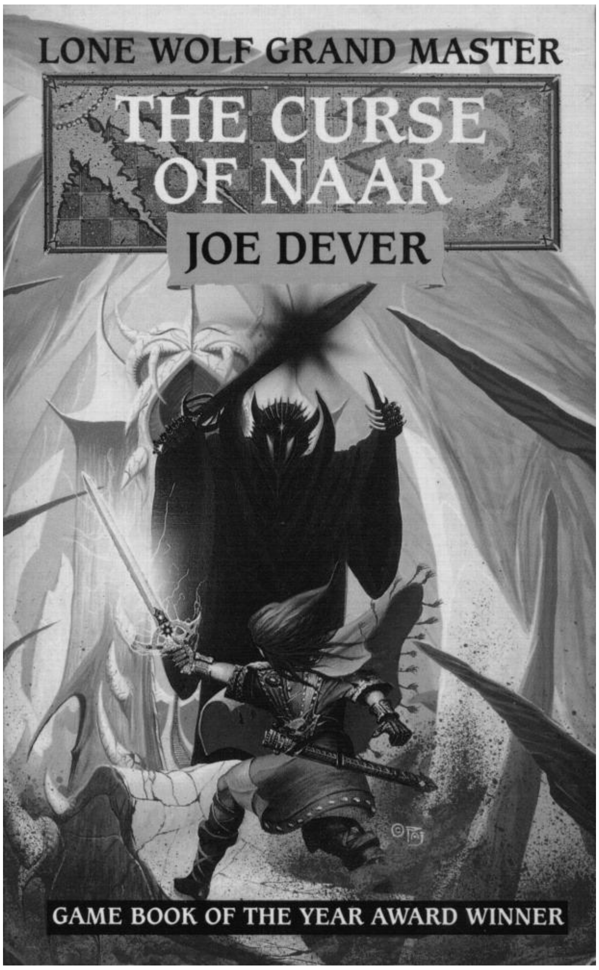
OUT SOON!

Publication Date
October 21st '93

The exciting conclusion to the Lone Wolf Grand Master series . . .

The Curse of Naar

To order your copy, see page 11 for details ....


LONE WOLF GRAND MASTER
THE CURSE OF NAAR
JOE DEVER
GAME BOOK OF THE YEAR AWARD WINNER

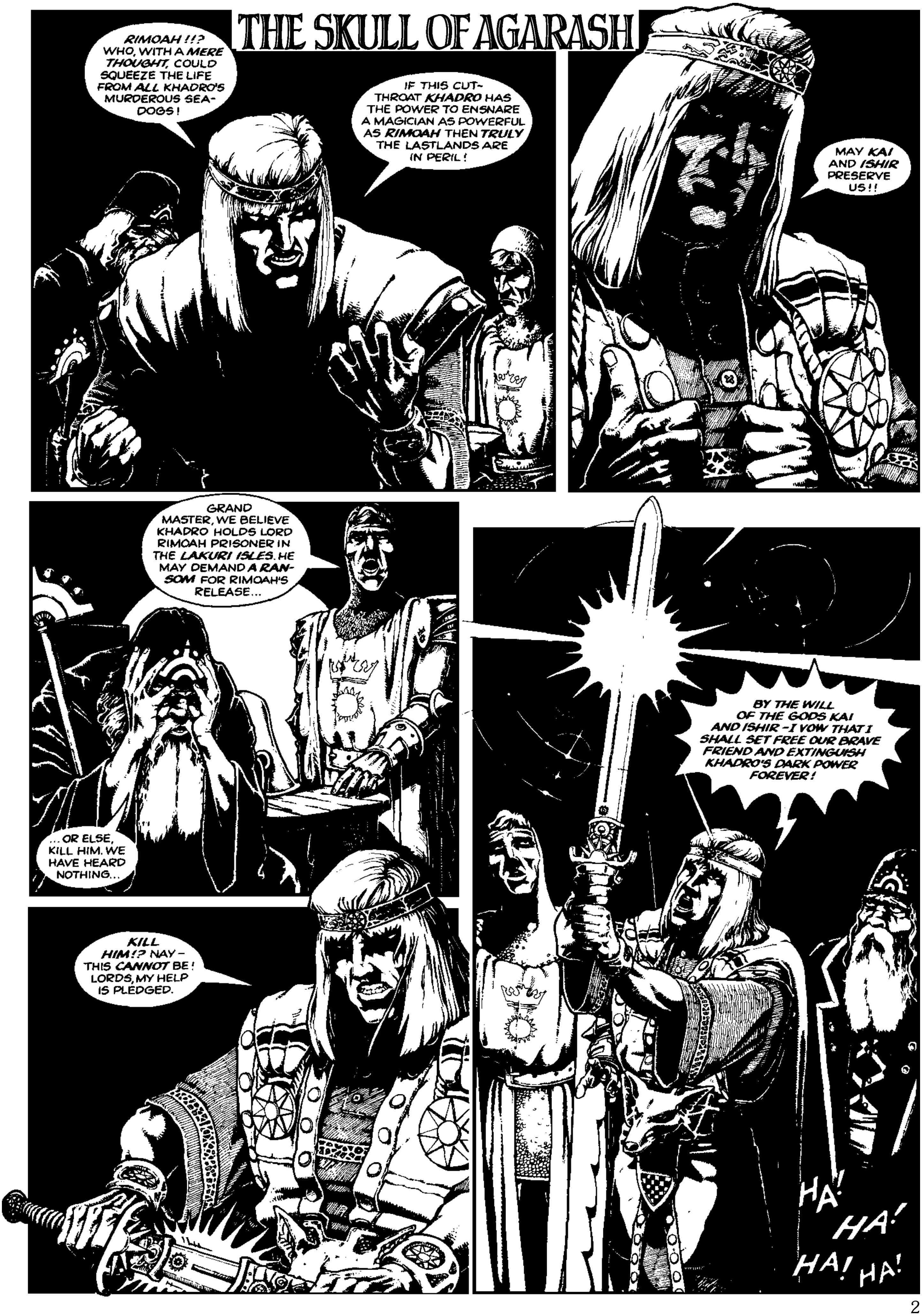
JOE DEVER'S
LEGENDS OF LONE WOLF
THE DARK DOOR OPENS
JOE DEVER AND JOHN GRANT

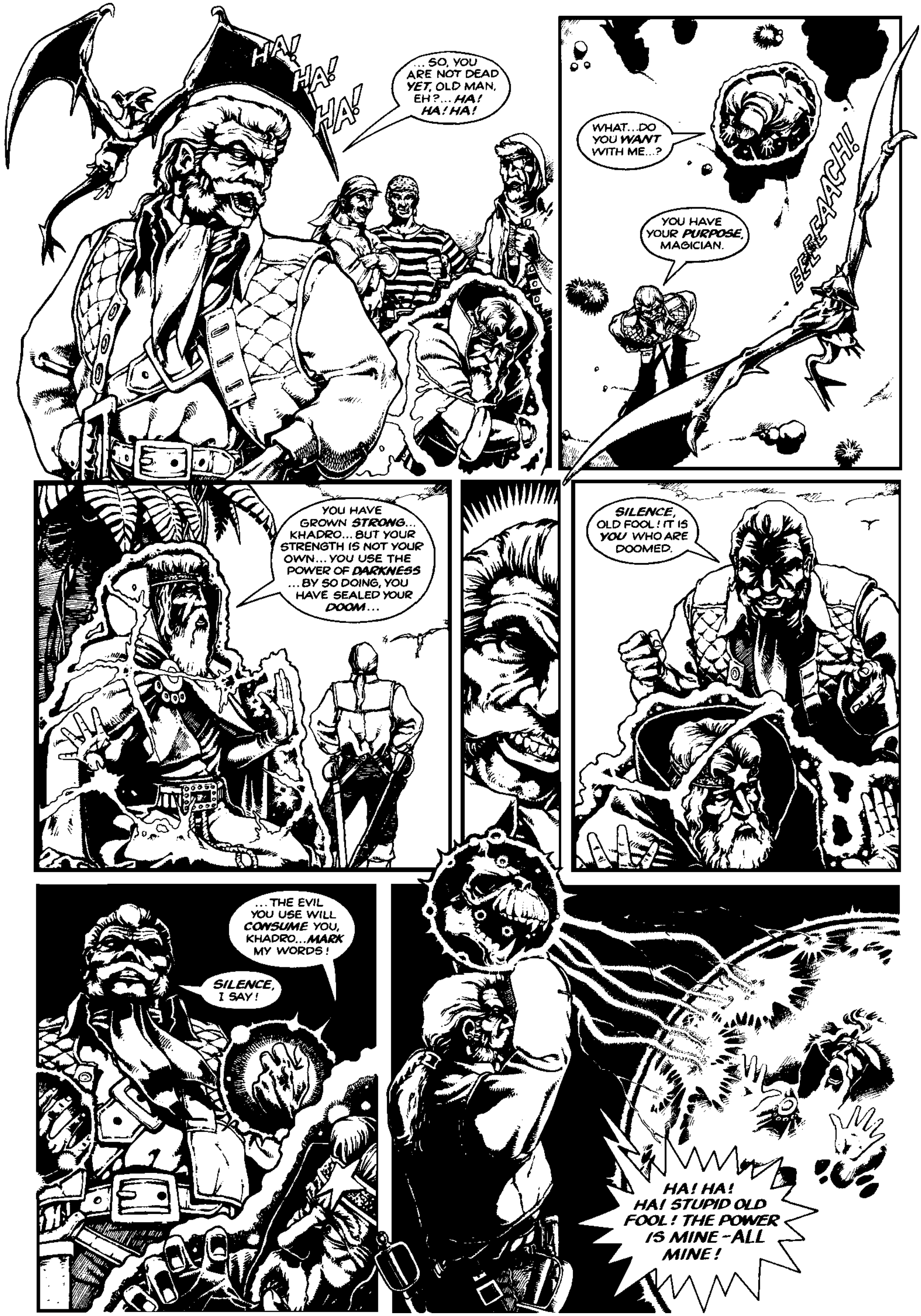
OUT NOW!

See Page 4

The second Lone Wolf Audiobook—**"The Dark Door Opens".** Double cassette pack, over 3 hours of superb audio adventure, and all for only £5.50 / $15.00 inc. VAT & postage / airmail!

THE SKULL OF AGARASH


RIMOAH !!? WHO, WITH A MERE THOUGHT, COULD SQUEEZE THE LIFE FROM ALL KHADRO'S MURDEROUS SEA-DOGS!
IF THIS CUT-THROAT KHADRO HAS THE POWER TO ENSNARE A MAGICIAN AS POWERFUL AS RIMOAH THEN TRULY THE LASTLANDS ARE IN PERIL!
MAY KAI AND ISHIR PRESERVE US!!
GRAND MASTER, WE BELIEVE KHADRO HOLDS LORD RIMOAH PRISONER IN THE LAKURI ISLES. HE MAY DEMAND A RANSOM FOR RIMOAH'S RELEASE...
...OR ELSE, KILL HIM. WE HAVE HEARD NOTHING...
KILL HIM!? NAY - THIS CANNOT BE! LORDS, MY HELP IS PLEDGED.
BY THE WILL OF THE GODS KAI AND ISHIR - I VOW THAT I SHALL SET FREE OUR BRAVE FRIEND AND EXTINGUISH KHADRO'S DARK POWER FOREVER!
HA! HA! HA! HA!


HA! HA! HA!
...SO, YOU ARE NOT DEAD YET, OLD MAN, EH?... HA! HA! HA!
WHAT...DO YOU WANT WITH ME...?
YOU HAVE YOUR PURPOSE, MAGICIAN.
EEEEAACH!
YOU HAVE GROWN STRONG... KHADRO... BUT YOUR STRENGTH IS NOT YOUR OWN... YOU USE THE POWER OF DARKNESS ...BY SO DOING, YOU HAVE SEALED YOUR DOOM...
SILENCE, OLD FOOL! IT IS YOU WHO ARE DOOMED.
...THE EVIL YOU USE WILL CONSUME YOU, KHADRO... MARK MY WORDS!
SILENCE, I SAY!
HA! HA! HA! STUPID OLD FOOL! THE POWER IS MINE - ALL MINE!

Full Stereo Music Score & Sound F-X

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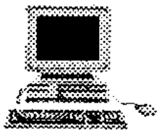
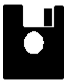
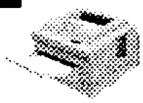
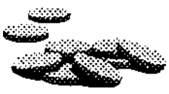
NEWS FROM THE MONASTERY

Welcome to the 'new look' Club Newsletter which is the result of us using one of these… 

plus some of these… 

and also one of these…  (which cost a fair few of these!) … 

Firstly, we'd like to thank Craig Oxbrow and Leigh Loveday for sending us, respectively, the short story and satirical solo which feature in this issue. Warning! We shall be inflicting some more of Leigh's enigmatic humour upon you in future newsletters (unless, that is, we are prevented from doing so by Amnesty International or the Court of Human Rights!).

If you'd like to see same of your own work featured in the Club Newsletter then please submit it to the Club Secretary (usual address) for consideration.

As mentioned in last issue's newspage, Joe Dever will be attending the Coventry City Libraries Teenage Bookfair where he will be conducting a role-playing workshop and discussing his future Lone Wolf projects. Please note that the date of Joe's appearance has been changed to **Wednesday 20th October**. He will be hosting two sessions, one at 11am and the other at 2pm. For admission details please contact Mr Colin Scott (Assistant City Librarian) by phone on 0203-832457.

Look out for the November issue of RPI (Role-Player Independent) magazine which will contain a free copy of "Ragadorn Alehouse Brawl"—a role-playing board game designed by Joe Dever which first appeared in the Magnamund Companion way back in 1986. Also featured is a 'Lone Wolf 20—Curse of Naar' competition, plus some of Peter Jones' colour artwork. RPI is available from most high street newsagents or you can get a copy by mail order (price £1.75 + p&p) by contacting their sales department on (UK) 0905–420760.

The Lone Wolf Club Secretary is presently considering the introduction of a range of Lone Wolf merchandise that would be exclusive to club members only, such as T-shirts, coffee mugs, deluxe *Action Charts*, pencils, stickers, cloth patches and the like. All profits from these items would be used to increase the value of the prizes offered in the competition and to keep the newsletter subscription at its current rate. If you've some item of Lone Wolf merchandise in particular that you'd like to be able to buy then we'd really like to hear from you so that we can form some idea of the items that would be the most popular. Please send us your requests / ideas / 'must have' merchandise lists, preferably on the back of a postcard, to the Club Secretary at the usual address.

All of you who feared that 'The Curse of Naar' was to be the final Lone Wolf adventure will be delighted to learn that Joe Dever has recently completed work on the first of the New Order Lone Wolf Gamebooks (Lone Wolf 21: Voyage of the Moonstone) which is scheduled for publication on June 16th, 1994. Also scheduled for release on this date (which is the 10th anniversary of the first UK publication of 'Flight from the Dark') is "The Skull of Agarash"—the first Lone Wolf Graphic Novel. The New Order series contains some exciting new rule options, including the creation of a New Order Kai character, a list of Kai Weapons (forged by Lone Wolf), four new Grand Master Disciplines (Astrology, Herbmastery, Elementalism, and Bardsmanship), and a Kai Name generation table. Joe has already begun work on the second New Order adventure (entitled "The Buccaneers of Shadaki") and we will be featuring extracts and articles about this exciting development in future issues of the Club Newsletter.

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: PAUL BROOM Age: 17
Address: England
Hobbies: Star Trek, Deep Space 9, Quantum Leap, Star Wars, Street Fighter 2, Lone Wolf.
Would like a pen-pal, male or female, age 13-18 with similar interests. Please send a photo and Kai rank.

Name: DOUGLAS McDONALD
Age: 13
Address: USA
Hobbies: Lone Wolf, reading, writing, drawing, video games.
Would like a European pen-pal, male or female, preferably with similar interests.

Name: JUSTIN JACOBS
Age: 15
Address: USA
Hobbies: Lone Wolf books, comic books, tennis, reading, role-playing games, books, fantasy.
Would like a pen-pal from the UK, male or female, age 13 to 16.

Name: ANDREW JOHNSON
Age: 12
Address: England
Hobbies: Lone Wolf, reading, video games, reading Garfield, painting.
Would like a pen-pal, with similar interests, English-speaking, of approximately same age (12), male or female.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

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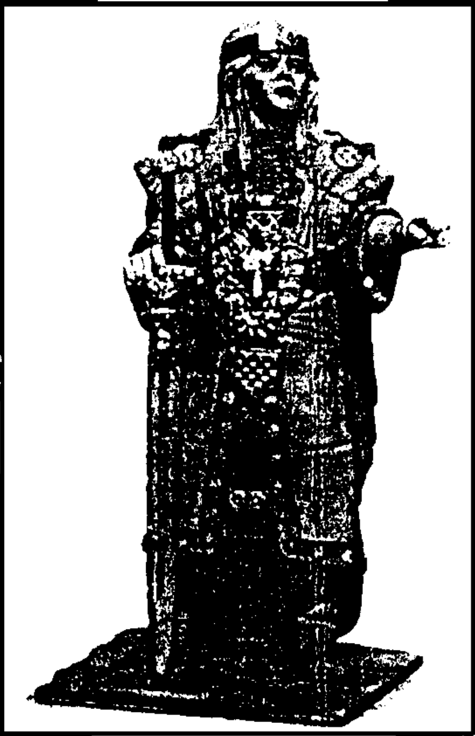

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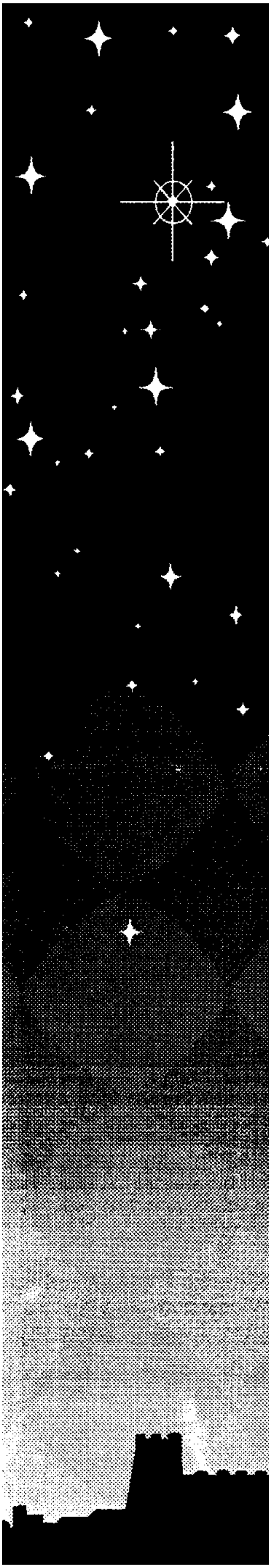


Death on the Walls

by Craig Oxbrow – Kai Grand Master

The year MS 5063.

Cann Tanler leant upon his staff, brooding. The day when his unit was destroyed whilst protecting a caravan to Toran was still vivid in his mind. Had it not been for Nisana, he'd be with them now. The young Kirlundin witch had been on her first journey to Toran, to join the Order of the Brotherhood of the Crystal Star, when the Drakkarim attacked and massacred the caravan. They killed her master and the rest of Cann's Ranger patrol. All things considered, they were lucky to escape alive.

Nisana Tarith leaned against a wail not far from Cann, her dark eyes watching the doors to Baron Medar's council room. Idly she ran her fingers through her long black hair. Her slender, pale-skinned form was a strange match for Cann's lean, weather-beaten body, still in the well-worn green cloak, tattered brown breeches, and grey jacket of a Ranger, while Nisana wore the long skirt and sleeveless bodiced blouse of a wealthy young lady.

They had been summoned to the Baron's hall by messenger, so it had to be something important, mused Cann. Yet they had been kept waiting for over half an hour. Finally, the oak double doors opened and they were ushered in.

Baron Tor Medar, Seneschal of Tyso, looked up from his plan of the city whose representations of the city's high walls were surrounded by markers signifying Darklord armies. His face was haggard and pale from worry and lack of sleep, his hair and beard unkempt. He stared at the 22 year-old Ranger and the 20 year-old witch, gazing into their eyes, and said: "Tyso is besieged . . . from within and without. Someone—or something more like—is murdering the watchers on the walls at night. It's never seen, and it kills brutally . . . like some wild animal. I want you to find this thing before the killings allow the Drakkar's assassins to sneak in over the unprotected walls. Can you meet this task?"

He rose to his full great height, his gaze shifting between the two. Cann looked to Nisana, whose head moved almost imperceptibly.

"We can," he replied. The Baron smiled faintly, and told them to see Watch-Captain Hentry.

Cann and Nisana followed the Watch-Captain across the darkened courtyard. Hentry spoke as he marched.

"Whatever it is, this thing's slaughtered eight of my men. It tore their throats out, like a mad wolf with the strength of four men. Must have drunk their blood too, for there was hardly a drop left in their bodies. Oh, and by the way—you're not the only hunters. Jervice is after this thing as well."

The mention of the name 'Jervice' made Cann stiffen. The bounty hunter who answered to that name loathed him and he shared the same feeling about Jervice. He and his men were thieves and scavengers who were quite prepared to bandit themselves if there were too few bandits around to track down. Cann had once saved the mercenary from a force of Drakkarim and, for his trouble, the man had taken his gold to buy himself a horse.

Cann leaned against the great stone wall and surveyed the Drakkarim campfires far below. His breath made clouds in the late winter air as the drizzle stuck his grimy blond hair to his scalp.

They had waited for three hours after circling the walls. It would be light soon. Nisana sat quietly, legs crossed, eyes closed. Suddenly she opened her eyes widely, scrambled to her feet, and dashed towards the East Door of the watchtower. Cann unsheathed his sword, shouted urgently to the watchmen on the floor below, and raced after the beautiful young witch. He halted as he reached a corner where the wall turned inwards.

He could hear fighting up ahead. He turned the corner to see Nisana standing in front of a gruesome sight. Three of Jervice's followers lay on the parapet floor, their throats ripped to crimson shreds. Two more lay sprawled on the ground far below, their limbs clearly broken. The remaining two, and Jervice himself, stood in front of the bodies of their allies, slashing with their swords at a tall, thin figure shrouded in red robes, swinging a long blade of jet black metal. It shrieked: "Kill me!? Eeeyah! You shall colour my robe first!" It struck one of the men and he screamed as he lost his footing and plummeted to the ground below. Jervice, a tall gaunt man with long dark hair, turned and fled towards Cann, pushing roughly past Nisana. Cann had never before seen such abject fear in a man's eyes as he did that moment he looked into Jervice's distraught face. Jervice's last follower was retreating slowly, flailing with his longsword in a desperate rear-guard action. Each strike was batted aside by the red-robed figure's dark sword . . . but one. The blade struck the figure's head, slicing away its hood to reveal a terrible, inhuman face. Scarlet gems gleamed where there should have been eyes set in the sockets of a bleached human skull. The creature's sharply-fanged jaws separated to release a whisper-ing laugh as it strode forwards over the heaped corpses of Jervice's men. The black sword, clutched tightly in bone talons, connected with the man's chest, and he spun around and fell face down. Nisana held out her left hand, fingers weaving arcane shapes in the chill air . . .

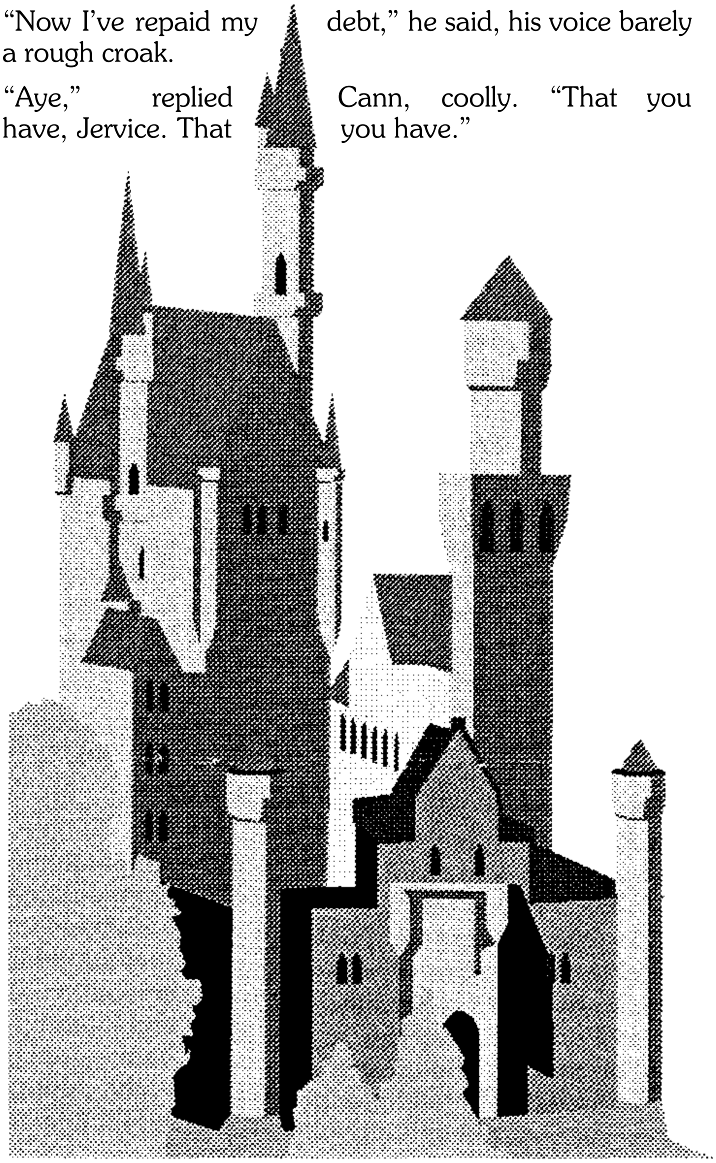
Cann recognised the creature. It was a Vordak, one of a species that had been attacking the walls astride the backs of the loathsome flying Kraan. Nisana sang her spell-words, her voice clear and strong. A bolt of thin blue lightning flew from her elegant hand to strike the Vordak's sword clean out of its fleshless claws. The undead horror shrieked, a cry of rage and spite that sent Nisana staggering back, her mind reeling under from a lance of psychic force. The Vordak picked up the last man's sword and charged at the stunned witch, still shrieking hideously. The blade flashed through the cold air . . .

Cann swung his nicked and battered yet still sharp sword, and the Vordak's new blade struck it with a mighty force. The evil blade span it out of the creature's hand. Standing protectively over Nisana, the Ranger swung at the monster again, this time slashing across its chest. It roared and lashed out with its talons, gouging four grooves deep into Cann's shoulder. Cann screamed and his sword fell from his numb and useless hand, The Vordak cackled and closed in as Cann dropped to his knees, eyes forced shut as he bit back his nausea. The Vordak shrieked but its ghastly cry suddenly was cut short. Cann opened his eyes to see the skeletal monster clutching at its throat, its body jerking in a fit as it slumped to its knees. Then it toppled backwards and shattered into a tangle of bones which immediately blackened and crumbled to dust, leaving a dark reddish jewel lying among a crumpled mess of stained red robes. Cann and Nisana got shakily to their feet. Cann picked up his sword from the flagstoned rampart floor, then he reached for the gleaming jewel.

"Don't touch it!" screamed Nisana. "It's a Vordak Gem, Pure evil!" Even as she spoke she was preparing a spell. She raised her hand and a lance of blue lightning burst from her fingertips, destroying the Gem utterly. There was a sound behind them and they both spun around to look at a gaunt man whose slick black hair hung limply across his leather armour. It was Jervice. With sadness he looked at the remains of his loyal followers and then he stared deeply into Cann's eyes.

"Now I've repaid my debt," he said, his voice barely a rough croak.

"Aye," replied Cann, coolly. "That you have, Jervice. That you have."



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SOMETHING ELSE WITH "OF DOOM" STUCK ON THE END

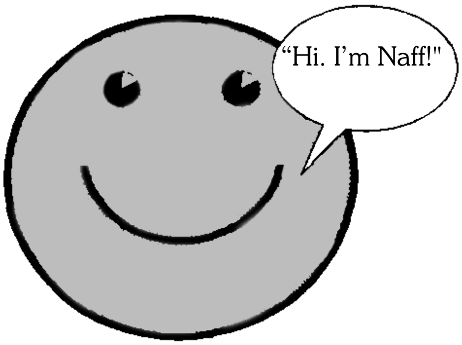
by Leigh Loveday

START AT 1

1 Which of these is your personal ". . . of Doom" preference? Select:
Welsh Dresser of Doom—go to 2
Earthenware Buttocks of Doom—go to 3
Afan Argoed Miner's Museum of Doom—go to 4
Three-toed plastic budgerigar of Doom—go to 5
Doom of Doom—go to 6

2 Suddenly, and hugely unexpectedly, your Welsh Dresser springs to life as a raging maniac and attempts to make large gaps in your torso with a shard of flowery plate. If you've actually got a Welsh Dresser—go to 7. If you haven't—go to 8.

11 Unfortunately for you the Welsh Dresser is also an expert Gunslinger and it draws much faster than you. It pumps you full of lead, as they say, yet it is not so much the agony of your wounds that upsets you. It is the disgustingly unfunny pun that I've just used that leaves you squirming horribly and vomiting blue bile and staining your new shirt and making you say things like "Oh, how annoying," and "My, my that's unfortunate!" as you squirm and squirm some more before finally you squirm just a little bit more and then vomit, squirmingly. Fortunately, a neighbour stops by to borrow a wheel-barrow and mercifully he finishes you off with mighty white loaf of bread administered at Mach 4 to the back of your head.



13 To emerge into . . . the air 400 feet above a busy interstate freeway-type motorway without a parachute or a clean change of underwear. Oops!

14 To emerge into . . . the front row of a Kris Kross concert. Hahaha haha argh argh ha ha ha. Arf arf. Ha ha ha.

9 You can't possibly win because you haven't got any Skill or Stamina. If you cheated—go to 16.
If you rolled up some scores without being told to—go to 16.
If you're a low-down unscrupulous mutt—go to 16.
If you have ever looked at the answers in the back of those crossword-type books—go to 16.
If you make up words like "QKXZJ-WBCFV" to get grotesque scores in computer Scrabble—go to 16.
If you're 16—go to 16.
If . . . if . . . if you're human—go to 16.
(If not—go to 16.)

5 No, sorry. I can't be bothered doing this one. Go back to 1 and start again.

10 At least you're honest. However, you're also dead, so perhaps honesty's not all it's cracked up to be when confronted by a rampaging piece of period furniture. You have paid the ultimate price (er . . . about £1.68 . . . that's about $2.77 . . . not counting the air mail charge . . . or the price of the envelope . . . or the little blue sticker that says "Air Mail / Par Avion").

4 It is a bit of a doom-y Place—absolutely scream-ingly DOOM-Y in fact, and by the time you emerge you have become a twitching, dribbling zombie (of Doom) with an unhealthy know-ledge of the average width of an open-cast coal seam and the locations of plentiful barium de-posits in the Grampian region. Out of compassion, a helpful motor-ist runs over you in his mid-sized compact family saloon.

8 Use your imagination, will you? God alone knows, I wish I could! Argh . . . go to 7

This geezer's got no feet!

3 Nothing happens right away, so you go to wait on the doorstep and watch in comatose astonishment as a passer-by stops suddenly, clutches at his posterior, then topples over with a traumatized expression. As he hits the ground there is a sound like breaking pottery. The man's body sags and he shrieks repeatedly before expiring. Vaguely amused by this turn of events, you close the front door and sit down on the sofa to wait for me to come up with a decent ending. Which I don't. Ermm . . . the end.

16 You're a cheating Giak. Leave the room immediately and—go to bed.

15 To emerge into . . . section 15 of a rubbishy (i.e. not a Lone Wolf) gamebook written by someone who didn't get his name put on the cover but got two other blokes' names put on the cover. Ha ha ha ha ha.

6 A twinkling, rippling void, about as convincing as the "portals" in Anglia TV's "Knightmare" (of a) Show, descends upon you as you utter this chilling paradox, and you are sucked through a cold, random funnel of black blackness to emerge . . . (pick a number between *12* and *15* and—go there.)

12 To emerge into . . . solid rock. Ahahahahahahahaaaa, hahahah hahah haaaa. Ha ha. Sorry.

7 Yeah, well it's *attacking you!*

WELSH DRESSER OF DOOM
Skill 10 Stamina 15
If you win—go to 9
If you lose—go to 10
If you draw—go to 11

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COMPETITION

WOLF'S BANE

This issue's competition is based around events and details which occur in "Wolf's Bane"—the penultimate Grand Master adventure.

All you have to do is answer the following questions correctly (neatly on a separate sheet of paper) then send it, together with your name, address, Kai rank & age, to the club at the address shown below.

All entries must be submitted no later than 1st December 1993. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 13th December 1993.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a **HANIMEX IC 2000 35MM MOTOR-DRIVE COMPACT CAMERA** and a reel of KODAK GOLD II ASA100 FILM. This neat camera features a built-in flash, sensor autoflash, motorized load, advance & rewind, and has automatic DX coding for all films rated ASA 100400. The next three correct entries will each win signed copies of Lone Wolf 20—The Curse of Naar. Good luck!

---

1. In the summer of MS 5080, Lone Wolf returned home from which country?
2. What is the name of Guildmaster Banedon's new flying ship?
3. Who was the third Baron of Tyso?
4. Name the four main villages and settlements on the road from Holmgard to Tyso?
5. Name the four New Order Kai who helped Lone Wolf hunt Wolf's Bane?
6. What is a kakarmi?
7. With what kind of weapons did Lone Wolf and Wolf's Bane choose to fight their duel?
8. What is the answer to the numerical problem which appears in section 177 (UK Red Fox edition)?
9. Name the derelict satellite of Duron on which Wolf's Bane and Lone Wolf fight?
10. A citizen of Tyso is called a Tysoan. True or false?
11. How did Lone Wolf gain entry to the cloud-castle?
12. What is imprisoned within the floor of Naar's inner sanctum?
13. What rank does Foilan hold?
14. Who is the Baron of Anskaven?
15. Name the village furthest north on the mainland of Sommerlund?

Send your answer sheet (including your name, address, age & Kai rank) to: THE LONE WOLF CLUB (Q25), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

LONE WOLF Club

Newsletter No. 26

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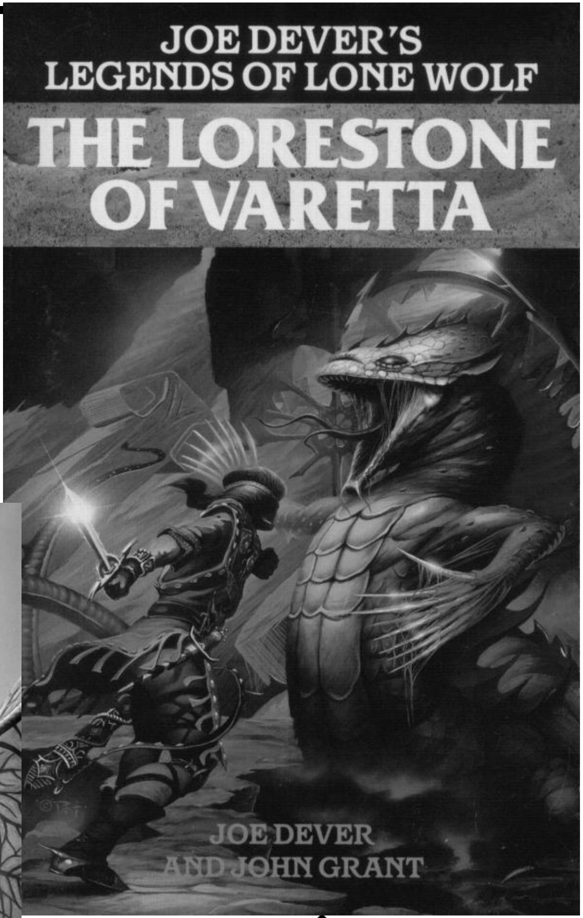
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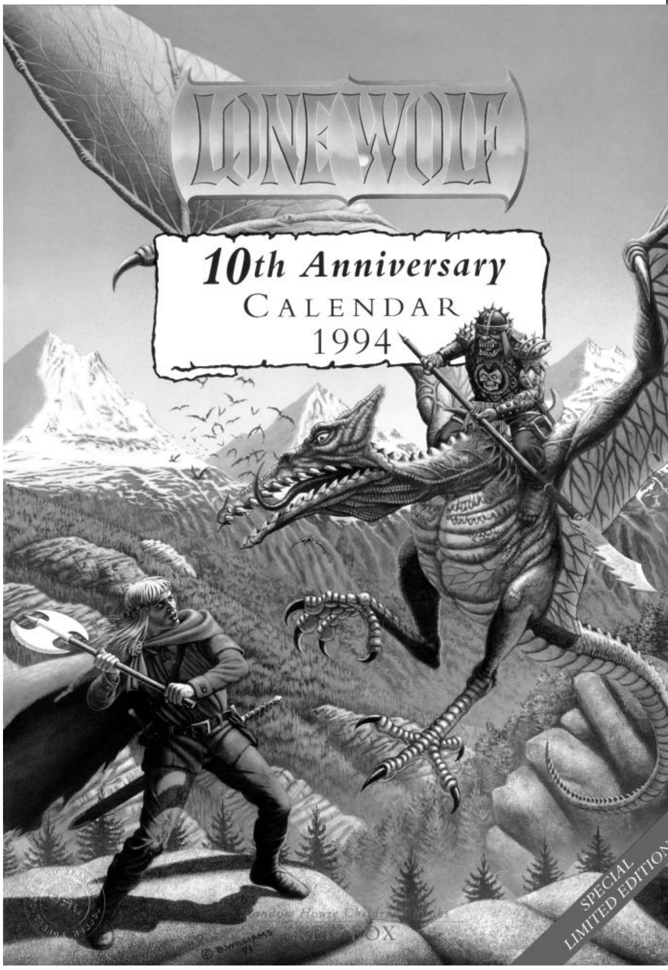
JOE DEVER
AND JOHN GRANT


LONE WOLF
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DARKLANDS

by Robert Weighill

edited by Joe Dever

Kaaiel stood sweating in his heavy armour as Luomi burned like a second sun. It was not the heat that threatened to stifle him, or the dense smoke that threatened to choke him. It was the sight of his Drakkarim comrades eagerly running amok through the blazing streets, frenzied with bloodlust, destroying, defiling, desecrating. He watched with revulsion as Gulchok, his cruel halfcast sergeant (part-Drakkarim, part-Hammerlander) drew back his bloodstained axe and fixed the human woman with his insane stare. She clutched her boy-child close to her and begged for mercy. Gulchok slaughtered her. He knew no different. He had never ever known mercy.

Kaaiel gagged on his bile. Stricken with fear, partly the fear of being thought weak by his fellow troopers, he thanked his good fortune that his iron helm kept his face hidden. Had Gulchok looked into his eyes then, at that moment, he would have known. And Gulchok knows no mercy. The woman's death cry had stunned him. He froze. His legs would not move, despite his anguished mental commands. Then he heard the boy-child's scream. Then the swish of the axe. Then Gulchok's hideously bubbling laugh.

“Naog…” The word came from his mouth without need of thought. And the moment he heard his own voice he knew it was already too late. He, too, was doomed.

“Kaaiel!” The harsh sound of his name pierced his mind. Shakily he turned to face his sergeant as he strode out of the battle-smoke.

“Taag tor Hoki—ash gojog'adez—hah!” roared the great mouth of Gulchok, the great bloodstained mouth. He spat and belched and beamed with maniacal glee. Then he thrust something into Kaaiel's face which made him recoil. It was the boy-child's head. Gulchok's terrible laugh filled his ears and his vision began to swim in and out of focus. He felt his knees buckle. He was slipping away fast. The sound of Gulchok and the flames of Luomi swirled in his head. Then there was silence.

Vaarn swatted vengefully at the flies that swarmed around the Dead Pit. He and a few of his comrades stood in reverent silence as the black-robed Acolytes of Kraagenskûl hurled Drakkarim corpses unceremoniously into the freshly dug pit Many of the dead he had known. They were in his muster. He had known them and together they had survived many battles. But not this one. This was a bad one. His comrades were dead and not given a proper burial. Treated by the ‘blackskulls’ (*death knights*) like cattle carcasses. An expendable regiment. Arrow-fodder for the Lencian archers when they came to take back Luomi. Vaarn stared at the corpses of his friends and fought back his anger. None had died in battle against a mightier foe or impossible odds. Most had been butchered by their own sergeants in that last desperate hour of the battle when all was lost. With a grim sigh Vaarn turned his face away from the grisly scene and trudged through his army's fortified campsite. Across the palisade of sharpened stakes he could see Cetza on the horizon. He tramped through the mud towards a large earthen mound at the centre of the palisade. A great tent stood at the top of this hillock and this is where his leaders were gathered. It was a special counsel of war and many blackskulls were camped around the mound. They were in a vile mood. Defeat had never tasted good to them. They cursed and spat at him as he approached. They were beaten but they were still the toughest in this army and they were all too eager to prove it, especially to those of lesser rank. Vaarn allowed himself a quiet inward laugh. These blackskulls are dumbfools,” he thought, and he felt himself smiling. Accidentally he brushed against a Death Knight's arm and instantly the warrior let out a bellow of rage. He withdrew his heavy sword from its stone-lined scabbard and pulled it back with lightning speed, its blood-rusted blade poised to decapitate Vaarn where he stood. But then something stayed his hand for a moment and Vaarn snatched his chance to hurry away beyond the blade's reach. He turned and ran as fast as he could in his armour and the clinging mud, and the other blackskulls roared with laughter at the sight. For a moment he had been sure that he was about to die. After all, many ordinary troopers had been hacked up by the blackskulls for less. In the end he decided that it was probably his inane grin that had saved him. The Death Knight had probably never before seen anyone smiling the moment before he hacked their head off and it had stunned him. Vaarn did not dwell on the thought too long. He had got away and that was all that mattered to him at present. On the far side of the mound he witnessed several Death Knights fighting each other with gutting knives and poisoned daggers. Huzharg himself stormed out of the great tent and commanded the blackskulls to order. They gave up their murderous game and those who were still breathing settled back to their campfires, their heads bowed down by the weight of the terrible thundering voice of Commander Huzharg. Vaarn found a quiet place beside a wagon's wheel and he sat there and listened to the grumbling blackskulls. The Lencians had another army only two days' march away and the Death Knights were divided about what to do about it. Half wanted to pull back to Torgar while the other half, the more inexperienced warriors, wanted to attack them and simply fight them to the death. But Vaarn knew that what they wanted to do was ultimately of no real consequence, for it was Huzharg and his captains who would decide strategy. And they would decide soon… just as soon as the ziran called Klusp arrived.

Vaarn pulled his cloak around his armoured shoulders and stared into the flames of a nearby campfire. If it had not been for the war he would have completed his battle training and would have been on his way to Nyvoz. Had this been the case he could have looked forward five years or so and quite easily have seen himself in the helm and armour of a blackskull. As it was, his muster had hurriedly been sent to the Eruan front before completing their full training. Yet they had proved their worth. They were good fighters. Until today most of them had also been good survivors. The image of their heaped corpses returned to his mind and Vaarn felt sadness engulf him like a chill grey cloud.

Below the commander's tent, on the slopes of the mound, stood a large square tent whose canvas walls were flapping noisily in the wind. Almost absentmindedly, Vaarn pulled himself upright and left the shelter of his wagon wheel. Slowly he trudged through the ankle-deep mud towards the tent and entered by way of a vent in its side. He almost gagged when he first smelled the stench that filled this terrible place. All about him lay dead and dying warriors, most afflicted with hideous wounds. There was no one here to help them, no druids or shamans to release them from their agony. They had been heaped here by the blackskulls, out of sight, until eventually they died of their battle wounds. Then, like his comrades, they would be for the Pit.

Some of the dying Drakkarim clutched at Vaarn's legs and begged him to end their pain with a blow from his sword or a twist of his knife. But Vaarn had had his fill of killing and he turned to leave. He was stepping through the vent when a hand grabbed his foot and held it firm. He was about to kick free when suddenly he recognized to whom the hand belonged.

"Kaaiel!?" said Vaarn, his voice barely more than a whisper. "By the beard of Gnaag! It's you…it…it is you!"

"Haalko is dead," gasped Kaaiel, pulling himself stiffly from the blood-soaked ground. Dried blood stained his cloak and a matted length of cloth that was tied around his head, staunching the flow from a fearsome wound that had laid bare the side of his skull.

"I know…" replied Vaarn, as he helped his comrade to his feet. "It was by Gulchok's hand. I didn't see the kill but I'm in no doubt. He's a hard one that Gulchok. I'd show him no fear. Not that one. He's a butcher."

"Damn near butchered me!" coughed Kaaiel.

"What! Gulchok did this to you!? That dung-brained sloat! Someone should slip a knife across his gizzard one of these nights. He's out of control!"

"That he is, but it's him who'll get the praise from the Commander for fighting like a true Drakkar, a worthy Drakkar. He used us like we were worth no more than a tribe of Swamp Giaks. Half the muster are dead, most killed by his hand, and it's him who'll get the good-word and some fine booty from Huzharg. His belly won't be going empty tonight, that's for sure."

"I know what you're thinking, Kaaiel," said Vaam, suddenly wary that this kind of talk was dangerous even at the best of times, and this was most certainly not the best of times.

"I wasn't thinking anything," said Kaaiel abruptly, "except, maybe, about survival."

"Kraan dung! I saw it in your eyes. You're toying with the thought of desertion, ain't you?"

Vaarn backed off a little as Kaaiel's eyes smouldered with angry emotion. Through clenched teeth he hissed: "Keep your raggin' voice down!"

"I don't give a damn," snapped Vaarn, "you're running and you know it!"

"You know what I know. You know what Gulchok will do when he finds out I'm still alive. And you know what he'll do to you when he finds out you've helped me."

The truth of Kaaiel's words struck Vaarn like a heavy punch to the stomach. From now on things would be totally different. Fate had decided that he could no longer be part of the Drakkarim Army. He was an outsider.

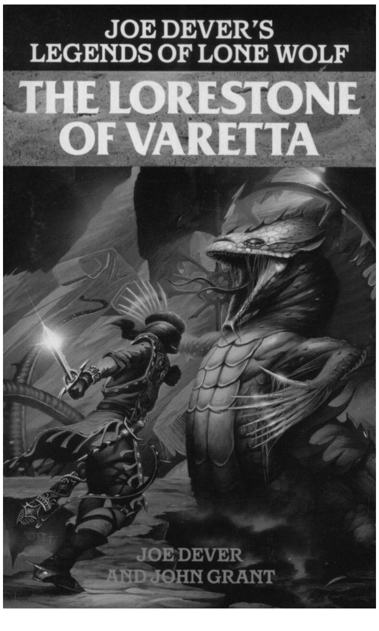
"Lencian scouts have been spotted in the forests." Kaaiel's tone was now almost calm. Very matter-of-factly he continued, knowing full well that Vaarn no longer had any choice in what was to happen. "I suggest we make a run for it lest we suffer the same fate as the others."

Vaarn nodded dumbly and swallowed hard. About him he could see the twisted, pain-wracked faces of the fatally wounded warriors who lay heaped upon the floor, like wretched crippled animals. Those nearest had heard every word that had passed between them. Some looked at him with disgust, yet most bore him no hatred at all. Though clouded with pain, he could still see in their eyes that they wished for him to escape and stay alive.

"We must try to forget what we have been taught by the Army about valour and duty," said Kaaiel, as he pulled his cloak about his shivering frame and made ready to leave the tent. "We've only one thing to occupy our minds now."

"And what's that?" asked Vaam.

Kaaiel forced his aching jaw to smile as he mouthed a single word: *'Survival.'*



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Gwynian's Forum

Words of wisdom from the Sage of Varetta

In the early editions of the Lone Wolf books (1–6) there were adverts for computer games for the Spectrum based on the first three Lone Wolf adventures. Are these still available? (Gary Evans, Braintree)

I'm afraid these games went out of print in 1987, but I have heard that second-hand copies frequently turn up at shops specializing in used computer games software. For help finding your nearest used games software dealer, I suggest you contact the Special Reserve Games Club on (UK) 0279–600204.

Can you tell me when Alternative Armies will be releasing some more miniatures in the Grand Master series? (Gary Evans)

Unfortunately, Alternative Armies have been hit quite badly during the current business recession and they've been unable to keep to their planned schedule of new Lone Wolf figure releases. Because of this, the license for Lone Wolf miniatures has now been taken up instead by Matchlock Miniatures (816–818 London Road, Leigh-on-Sea, Essex, SS9 3NH [UK] Tel: 0702–73986). Matchlock have taken over production of the existing AA Lone Wolf figures, and they are currently designing and preparing a further 12 figures which should be available early next month (Jan '94). In addition to expanding the 25mm range of Lone Wolf miniatures, Matchlock are also working on two Lone Wolf armies in 15mm scale—Giaks and Sommlending, with special Drakkarim and Kai Lords command packs. To support these new figures, Joe Dever is currently working on the production of a tabletop rules system entitled 'Lone Wolf Fantasy Battle'. The first two volumes in this rules system (LWFB Vol.1 and LWFB Army Lists) are scheduled for first publication on 16th April 1994 to coincide with the Salute '94 Wargames Show in London. This is an exciting development and I hope to be able to bring you more news about LWFB in forthcoming Club Newsletters. Matchlock Miniatures would welcome requests and suggestions for figures to be included in their Lone Wolf 25mm & 15mm ranges. If you'd like to help with the development of LWFB, drop them a line at the address shown above and they'll consider your ideas and put you on their mailing list.

What is the answer to the puzzle at section #100 (UK edition) of Lone Wolf 7: Castle Death? (David Bell, Aberdeen)

> *'My daughter has many sisters as she has brothers, but each of her brothers has twice as many sisters as brothers. So answer me this, wise warrior, how many sons and daughters do I have?'*

The answer is 3 sons and 4 daughters = Section # 34.

If you have any questions or queries about the Lone Wolf series, jot them down neatly on a sheet of paper and send them to: Gwynian's Forum, Lone Wolf Club, 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

DAWN OF THE DRAGONS Newsletter No. 24

COMPETITION RESULTS

ANSWERS

1. Saxin
2. Captain Remir D'Val
3. 100 Silver Lune
4. 260 miles
5. Nathor
6. Lucia province
7. A golden liqueur distilled by the Vaderish Brethren
8. The Cantarium
9. General Foucharl
10. 4 jewels
11. Spring Rain, Deep Heart, Frost Lark, Firefly, and East Wind
12. A lightning bolt across a full moon
13. The elderly leader of the Vaderish Brethren
14. Skull-tor
15. Cearmaine's son's regiment
16. Grand Thane
17 Dorst
18. A Palmyrion beverage
19. Holkar
20. A medal

WINNERS

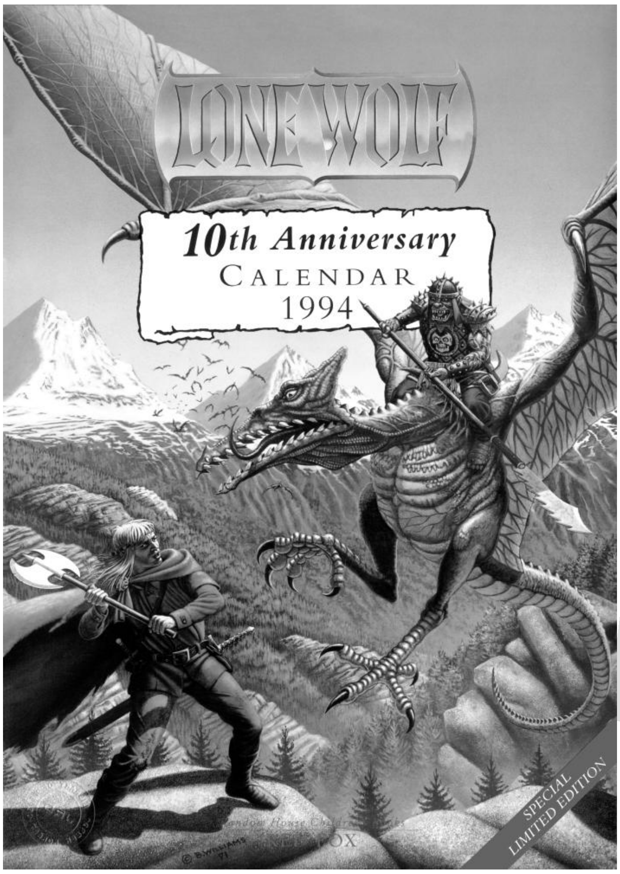
First Prize:
SIMON PARRISH of Evesham

Runners-up:
PETER EAVES of Tonbridge
BARRY STOKES of Southport
MICHAEL CORNELLI of Sioux Falls, USA.

Congratulations to Simon, who won a Zeon Tech 'Genius' Data Bank Calculator, and also to Peter, Barry, and Michael who each won signed copies of Legends of Lone Wolf 9: The Tellings.

Lone Wolf 10th Anniversary Calendar

The Lone Wolf Club is delighted to be able to offer you a **free copy** of this stunning Lone Wolf 1994 calendar. This special limited edition wall calendar is not for sale in the shops and is only available to club members. Comparable calendars of the same superb quality would cost you at least £5.95 ($10), so this really is an absolutely fantastic offer . . . and each calendar comes signed by Joe Dever as well!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From Legends of Lone Wolf 11: The Secret of Kazan-Oud by Joe Dever and John Grant
JULY
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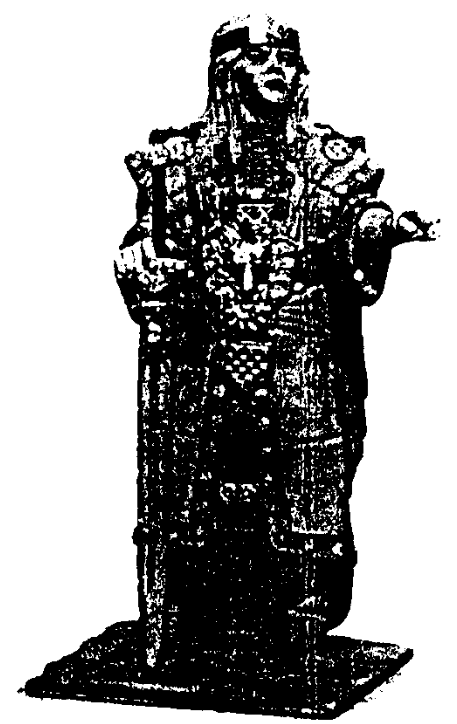

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The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: ANDREW ING Age: 16
Address: England
Hobbies: Lone Wolf, badminton, tennis, violin, piano, reading fantasy, Warhammer, drawing, wildlife, TV, running, soccer, video games.
Would like a pen-pal, male or female, age 15–18 with similar interests. Please send a photo if possible.

Name: ANNA BARCLAY
Age: 13
Address: England
Hobbies: Lone Wolf, Red Dwarf, Manic Street Preachers, Bon Jovi.
Would like a pen-pal, male or female, preferably with similar interests.

Name: SCOTT CARVER
Age: 11
Address: USA
Hobbies: Lone Wolf books, fantasy, sci-fi, Battletech, RPGs, rock ’n’ roll, sports.
Would like a pen-pal, boy or girl, age 10-12, similar interests, preferably European. Send photo.

Name: JAMES FIELD
Age: 12
Address: England
Hobbies: Lone Wolf, Fighting Fantasy, reading, computers.
Would like a pen-pal with similar interests & who likes arcade video games, fantasy books, and computers.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

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Fill in this form in BLOCK CAPITALS please, and send it to: LONE WOLF CLUB (KK), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

Argh! Just when you thought it was safe to turn the page, along comes that Leigh Loveday geezer with another one of his wacky 'doom-type' adventures. I wonder what he's called this one? I bet it's got 'doom' somewhere in the title. Yup. Just as I thought . . .

KRAPPY ARENA OF DOOM!

. . . er, by Leigh Loveday

1: You are a Gladiator (not one of the TV kind, one of the real kind) with all the skill and animal ferocity of a skilfully ferocious animal, and you're in this arena someplace and you've got to earn your freedom by reducing your opponent to a palpitating mush (or you can just kill it if you've got a bit of a weak stomach and don't fancy all that gory stuff). You have an awesome array of terrifying weapons . . . er, well actually all you've got are your fists and feet (and possibly your head, and possibly that bit of hard scab on the side of your shin which could cause someone a nasty graze if you're not careful). Hey, stop complaining. It could be worse. Probably. Right, let's get on with the good bit.

Your enemy wobbles into view from beyond the portcullis of the arena. It is a lamppost. Not one of those pansy new type ones, oh no. This is one of those old-style iron ones. It's a really tough lamppost. Not in any way a bit of a sissy on the quiet. This one's really mean. Oh by the way, before I go any further I'd better explain that you've got 10 Life Points (that's LPs for short. Not to be confused with CDs which you can't use anyway because your CD Walkman (of Doom) hasn't got any batteries, and you're going to have to wait several centuries for an Industrial Revolution to happen before you can buy some more). Oh yes, I'd better mention that if you can't work out what happens when you lose all of your Life Points then you re even sadder than me . . . and I write this stuff! Um . . . well . . . back to the dreaded lamppost. It appears to be scowling at you but, understandably, it's a little bit hard to tell for sure. It's got 12 Life Points (I warned you it was a tough cookie of a lamppost). When (more like 'if') you reduce its total to zero or less, go to 18, which is the last section in this whole excruciating affair. Right! Let's get on with it then. If you're quick you can make the first move. Do you punch it in the bulb case (if so, go to **11**)? Or do you kick it viciously in the, er, tall metal bit (if so, go to **5**)?

2: Your toe breaks with a sharp crack! You scream the demonic words of an old Black Sabbath number and lose 3 LPs. But, by Jove, the accursed lamppost is still throttling you (the swine!), so you lose another 2 LPs. Do you want to hurl a torrent of sarcastic abuse at it (if so, go to **6**)? Or do you want to try to struggle free from its awesome grip (if so, turn to **9**)?

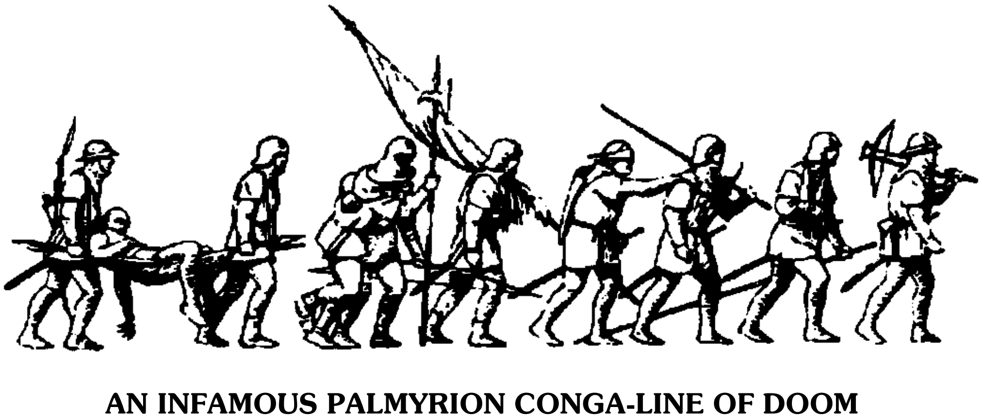
4: As you search in vain for somewhere you can realistically call your enemy's groinal region, the impudent swine cuffs you smartly about the head a few times (lose 3 LPs). Desperate to fight back now, you could try spitting at it (if so, go to **15**), or you could even boldly attempt to trip it up (go to **12**).

6: The lamppost adopts a horrified expression (probably), stiffens its already stiff middle bit a bit more, and then slowly keels over backwards. You filthy, cheating, low-down, mangy swine. Well done. Hee hee hee. Go to **18**.

3: IT SQUEALS IN PAIN (LOSING 2 LPs), BUT THEN IT MANAGES TO GET UP AND IMMEDIATELY IT GRABS YOU BY THE THROAT WITH ITS STICKY-OUT METAL BITS, QUITE PREDICTABLY CAUSING YOU SOME DISCOMFORT (LOSE 2 LPs). IN DESPERATION YOU COULD TRY BITING ONE OF ITS METAL BITS (IF SO, GO TO 14), OR YOU COULD BOOT IT ONE IN THE BASE (GO TO 2).

7: Pain shoots up your foot, pauses at your knee for a quick bite to eat and a flask of hot chocolate, then continues its journey up your thigh with a vengeance (lose 3 LPs). Do you now inform this vile foe that it can jolly well bog off (if so, go to **6**), or do you repeatedly stick two fingers up at it in a rather disrespectful manner (if so, go to **13**)?

5: The collision of cast iron and human flesh has a completely unspectacular result, i.e., you do your smegging foot in (lose 2 LPs). While the fiendish lamppost laughs helplessly at your predicament, you could take this opportunity to try to push it over (if so, go to **12**), or you could even try a daring 'headbutt in the bulb region' move (if so, go to **11**).



AN INFAMOUS PALMYRION CONGA-LINE OF DOOM

8: You're a lying Giak, is what you are!

9: As you are heaving yourself up its majestic length, the lamppost slowly lets itself topple over, crushing your head rather unpleasantly into the gritty dust of the arena floor. Lose 10 LPs. If you are still alive, go to **8**. If you are not, then you're dead and you won't be able to read this anyway so I won't bother going on and finishing this sentence, which you'll not be able to read 'cause you're dead and dead people don't read (according to Dr Bill G. Konk of the Fflostomy Institute of Ulan Bator—a leading expert on this fascinating subject).

13: *The Lamppost seems to tolerate your little performance almost politely for a while. Then it gets a bit miffed and lashes out with its metal bit and smashes a big hole in your skull. Ah, Lose 50 LPs. Sorry.*

16: Your adversary squeals and clutches at its severely dented sticky-out metal bit (losing 4 LPs). You're beginning to run out of foolproof tactics, so do you resort to spitting (if so, go to **15**)? Or do you start swearing at it (go to **6**)?

15: You manage to temporarily blind it with your corrosive phlegm. Do you now nip swiftly in to kick its butt (go to **7**), or elbow its bulb (go to **10**)?

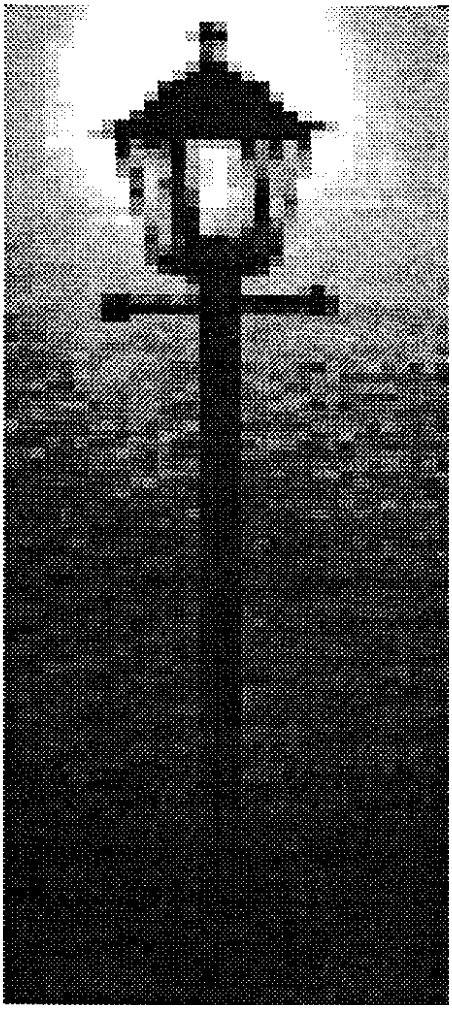
12: THE LAMPPOST WATCHES WITH JOVIAL INTEREST AS YOU ATTEMPT TO DISADVANTAGE IT WITH YOUR OUTSTRETCHED ANKLE. AFTER A WHILE, EVEN WHEN YOU STILL HAVEN'T REALISED JUST WHAT A PATHETICALLY FEEBLE TACTIC YOU'RE PURSUING, THE LAMPPOST RUSHES AT YOU A BIT SHARPISH AND HITS YOU UNNECESSARILY HARD ON THE HEAD WITH A METAL BIT (LOSE 5 LPs). STAGGERING ABOUT IN A DAZE, YOU CAN NOW EITHER TRY TO CLIMB THE POST AND RETALIATE BY ATTACKING ITS TOP BIT (GO TO **9**), OR YOU CAN ELBOW IS IN THE BASE (GO TO **10**).

10: Both you and your enemy squeal rhythmically in pain. It's quite a catchy sort of sound and soon the spectators are humming along to it. A record executive comes rushing up to you with a contract in his hand and he pleads with you both to sign it. He wants you to make an album. You both scream even louder and ignore him and eventually he goes away. You recover your senses (from a left-luggage locker in Grimsby town centre bus depot) and return in time to see that your enemy is still feeling a bit queasy. That record contract executive certainly gave old lampposty a nasty turn. You could now give your foe a sound booting before it recovers fully (go to **7**), or you could take your revenge in an entirely inscrutable way by calling it a nasty name or something like that (if so, go to **6**).

11: The casing shatters and the bulb cracks too. The lamppost shrieks hideously. The terrible sound reminds you of the plaintive cry of an antelope (or possibly an ibex) who's gone shopping and bought lots of antelope-type clothes and toys at "Antelopes-R-Us" and when it goes to pay at the cash desk it suddenly discovers that it's left its purse at home on the kitchen table. It's an absolutely shrill and heart-rending cry. Then the lamppost shakes its bulb case fitfully and showers you with broken glass (the lamppost loses 4 LPs; you lose 1 LP). You can now use this chance to execute a *coup-de-grace:* a dazzling double-footed flying scissors kick (if so, go to **17**), or you could clamber up the post and punch its bulb in (go to **9**)

17: Crikey! It actually worked. It may not have been the most fluid or athletic flying kick ever seen but it's done the job. The lamppost crashes to the ground (losing 4 LPs). While it is down, there are several dirty sneaky things you could do, such as stamp on it (if so, go to **3**), or kick it one in the groinal region (go to **4**).

18: *So . . . you've won, eh? The lamppost lies defeated, and the thrill of victory sends the adrenaline pumping through your veins. Nothing can stop you now! Nothing! Except, of course, the Emperor who presides over this arena, and who has you immediately put to death for no other reason than he's taken a dislike to the colour of your nasal hair. You knew it was going to be tough, so you can't really complain about the outcome can you? What do you mean you want your money back? Bog off! I say you're dead and you're dead, so there! Hee hee hee!*



Don't be fooled by its dashing good looks and suave air of sophistication. This ironmongery is a ruthless killer. **You have been warned!**

14: Four of your teeth fall out, one after the other (lose 2 LPs). Yet, even so, your ploy works and the lamppost lets go of you. Now you can either deliver it a savage backfist slam to its sticky-out metal bit (go to **16**), or you could try confusing it by pulling silly faces and making a noise like a punctured whoopee cushion (go to **13**).

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A superb audio production of the Legends of Lone Wolf novel, abridged, composed, produced and performed by author—Joe Dever, and narrated by Edward de Souza.

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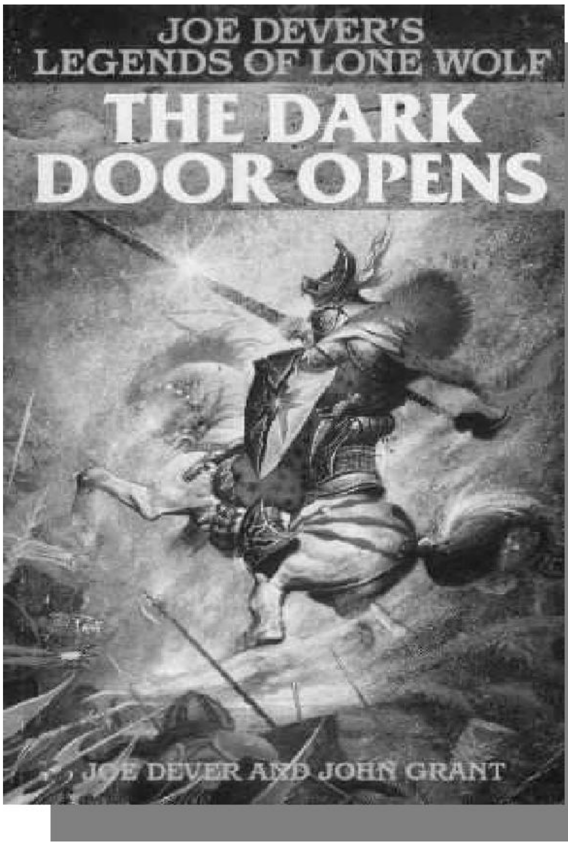
With the armies of darkness swarming across the border, Silent Wolf begins a desperate journey to warn King Ulnar of the impending doom. He must succeed for he is now the last of the Kai—he is now **Lone Wolf**.



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Edward de Souza is an acclaimed Royal National Theatre actor whose work includes many West End productions, film and TV. He is perhaps best known for his velvet-voiced narration of the BBC Radio 4 Man in Black horror / mystery series.

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LW10:	The Dungeons of Torgar	....	....
LW11:	The Prisoners of Time	....	....
LW12:	The Masters of Darkness	....	....
LW13:	The Plague Lords of Ruel	....	....
LW14:	The Captives of Kaag	....	....
LW15:	The Darke Crusade	....	....
LW16:	The Legacy of Vashna	....	....
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LLW9:	The Tellings	....	....
LLW10:	The Lorestone of Varetta	....	....

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7+	£3.00	$29.50	£5.25

Lone Wolf Club

COMPETITION

THE CURSE OF NAAR

This issue's competition is based around events and details which occur in "The Curse of Naar"—the thrilling climax to the Lone Wolf Grand Master series. All you have to do is answer the following questions correctly (neatly on a separate sheet of paper) then send it, together with your name, address, Kai rank & age, to the club at the address shown below.

All entries must be submitted no later than 1st February 1994. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 13th February 1994.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a copy of the Crown & Andrews game '**An Evening with Dracula**', which has been described as one of the spookiest party games ever. This boxed game contains everything you need for a really fangtastic time, including an audiotape, blood capsules, and (of course) a set of fangs. This game is for six or more players. The next three correct entries will each win signed copies of Legends of Lone Wolf 10—The Lorestone of Varetta. Good luck!

---

1. The Shianti dwell on which remote island of southern Magnamund?
2. Kai Grand Crowns who possess the Grand Master Discipline of Kai-surge are able to use a Kai-Ray. True or false?
3. What is the secret name that can bind Nza'pok when spoken aloud?
4. Who or what is Jantoor?
5. Who is the god of the Drakkarim?
6. Who commands the Lieutenants of Night?
7. What is the name of Naar's citadel of evil and where is it located?
8. Who or what rules over the domain which is called 'The Oblivion of the Tormented Souls'?
9. How do Muntaag attack their enemies?
10. Where was the Tome of Darkness found?
11. What pulls the chariot of Avarvae the Tormentress?
12. What does the Old Kingdom word 'Skarn-Ska' mean?
13. Who wields a weapon that "bleeds scarlet venom"?
14. What must be spilt into the Pool of Sorrows before one can leave the realm of Shamath?
15. What is located within a nest of fire atop the Tree of the Wyrm?

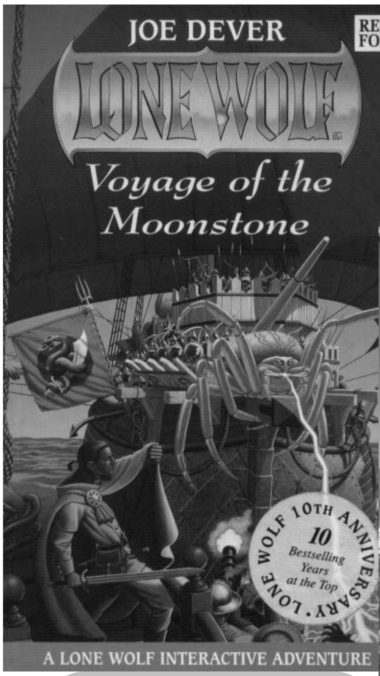
Send your answer sheet (including your name, address, age & Kai rank) to: THE LONE WOLF CLUB (Q26), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

LONE WOLF Club

Newsletter No. 27

3 Exciting New Books

to celebrate Lone Wolf's 10th anniversary on 16th June 1994


JOE DEVER
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LONE WOLF
Voyage of the Moonstone
LONE WOLF 10TH ANNIVERSARY 10 Bestselling Years at the Top
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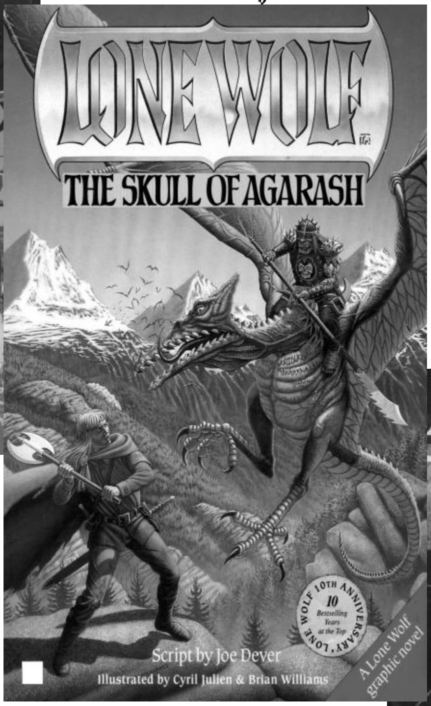
'Voyage of the Moonstone'—the first in the exciting new series of ***Lone Wolf New Order*** solo role-playing adventures


LONE WOLF
THE SKULL OF AGARASH
LONE WOLF 10TH ANNIVERSARY 10 Bestselling Years at the Top
Script by Joe Dever
Illustrated by Cyril Julien & Brian Williams
A Lone Wolf graphic novel

'The Skull of Agarash'
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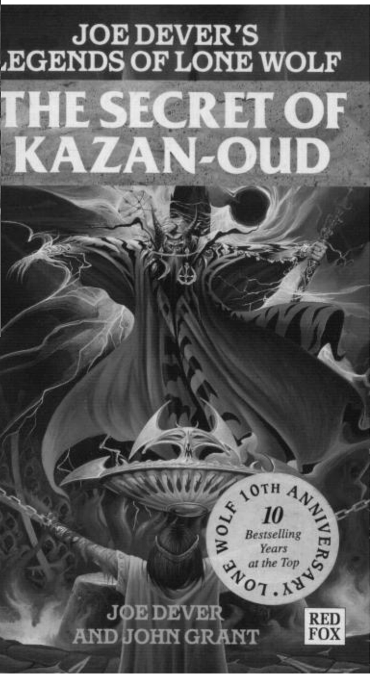
JOE DEVER'S
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RED FOX

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—the latest adventure novel in the *Legends of Lone Wolf* series

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Gwynian's Forum

Words of wisdom form the Sage of Varetta

If the race that makes up Durenor are Ulnarian then why is Sommerlund ruled by the House of Ulnar? (Bill Maytorena, Tucson, Ariz. USA)

The Ulnarians had occupied the region of Durenor for several centuries before the arrival in the Lastlands of the Sommlending. The two races had similar and compatible values and cultures, as well as a common enemy—the Darklords. Their natural alliance was bolstered periodically by marriages between the two royal households. Prior to his marriage to a Sommlending princess, King Ulnar I of Sommerlund (the slayer of Darklord Vashna) had been a Durenese prince. He began the Ulnarian line of succession in Sommerlund. In MS 5050, Sommerlund is still ruled by the House of Ulnar.

In the Legends series, Vonotar takes Zagarna to Hikas in Dessi where we witness much slave trade. Doesn't the Council of Elder Wizards hold sway in Hikas through the Vakeros? (B. M.)

Hikas is a busy free port that is frequented by merchants from all over Magnamund, but most especially by rich traders from Vassagonia. The Vassagonians are notorious slavers, and it is they (and not the local citizens) who use slave labour. The Council of Elders have no need to forbid their citizens to use slaves for they would never consider doing so. The only slaves to be found in Hikas belong to Vassagonian traders operating in and around the harbour area. (Some of the adventure in Lone Wolf 21: Voyage of the Moonstone, takes place in Hikas.)

Lone Wolf absorbs the power of the Lorestones in the Magnakai series, leaving behind glass spheres, but in the Grand Master series he made a room for the seven Lorestones under the monastery. How come? (B.M.)

Lone Wolf absorbed the power of the Lorestones upon first touching them. He kept the korlinium shells and later 'recharged' them once he had attained the rank and abilities of a Kai Grand Master and was physically able to do so. This took three years to accomplish. The 're-charged' Lorestones now hold the key to Lone Wolf's powers and are a safeguard for the future of the Kai in the event of Lone Wolf's sudden demise.

Nb. The time required to 'recharge' the Lorestones (approximately three years) makes it impractical for each member of the New Order to individually acquire their Magnakai Disciplines by simply touching the Lorestones. They have to acquire their skills the hard way—through training, study, and journey-manning.

Is Helshezag or 'Black Sword' a tribute to Michael Moorcock, and have Joe Dever and he ever met? (B.M.)

Yes—'Helshezag' is a subtle tribute to Michael Moorcock's 'Stormbringer' (Elric of Melniboné's treacherous runesword), although the properties of the two weapons are different. Joe and Michael met at the Sci-fi Hugo Awards a few years ago in Brighton, Sussex.

How do Joe Dever and John Grant go about their collaboration on the Legends of Lone Wolf novels? (B. M.)

With the exception of Legends #1 & #9, the way the two writers go about producing a Legends novel is as follows. First of all Joe sends a detailed written description of a scene that will appear in the book to the cover artist so that he can start work on the colour cover. Then he prepares a rough map for Brian Williams. Then he writes a 30-page outline (known as a 'treatment') which contains the basic structure of the story, e.g. the main plot, characters, chapter structures, etc. John then works on this treatment. He develops it by adding his own ideas, sub-plots and scenes to produce a manuscript of 170 pages or so long. This goes back to Joe who edits it and polishes the prose to give it a consistent style. He also checks for accuracy and continuity. On completion, he prints a copy of this finished draft manuscript and submits it to his copy editor—Heather Dewhurst. Heather checks the manuscript for literal errors, like spelling mistakes or sections that do not run-on correctly or smoothly. She also marks up the text so that the computer typesetters can transfer it into their machines. About six weeks later, Joe and John receive galley proofs of the text which they check for errors, and about two months after this they receive page proofs which have the illustrations and text laid out on them as they will appear in the finished book. The page proofs stage is the last chance Joe and John have to make changes or corrections. After this, the manuscript goes to the typesetters who place it on computer disc and send it to the printers. The printers put the colour covers and the internal text together and print a first run of books for sale in the shops approximately 2–3 weeks later.

I've just got back from a holiday in Florida, USA, where I noticed the Legends of Lone Wolf novels on sale in a book store. One of the books was called "The Tides of Treachery". I thought I had all of the Legends books but I've never seen this one before. Can I order it from the club? (Terry Duffy, Lincs.)

'The Tides of Treachery' is in fact the second half of the UK edition of the 'Sword of the Sun. The American version of 'The Sword of the Sun' was made into two separate books i.e. US Legends Book 3 is Sword of the Sun, and US Legends Book 4 is The Tides of Treachery). Joe Dever restructured the two books and wrote some additional material.

POWER, DARKNESS & DEATH

BY DAVID SPILLMAN

Zakhan Kimah relaxed in his chair and smiled. He looked up and gazed deep into the eyes of the Magadorian ambassador, Lord Manta, who flinched under their penetrative force. He knew why this snivelling wretch was here. Already Vassagonia's armies were poised to overrun Magador with fire and sword. Lord Manta had been instructed to prevent war with Vassagonia at all costs, but he had not been expecting the Zakhan's ultimatum.

"You have a choice: Magador or Doranium."

Manta inhaled sharply. He believed that the discovery of Doranium in the Magador mountains was one of his country's best-kept secrets. It was a powerful mineral, perhaps the most powerful known to humankind.

"If it would spare our people then . . ." he began, hesitantly.

"It would." Kimah's words were sickly sweet.

I have no choice, thought Manta. But to surrender the Doranium mines to Kimah, to give such power to such an evil man . . .

Long moments passed. Lord Manta's brow was furrowed and trickles of sweat glistened upon his face. The Zakhan smiled. Clearly he enjoyed the sight of the ambassador's discomfort. *The fool*, he thought. As if by yielding to his demands he could hope to save his people. When Manta's faltering answer came at last, the ruler of Vassagonia was satisfied beyond doubt that victory over Magador would be easy and that which he most coveted—the Orb of Death—would soon be his.

Work began immediately The Zakhan sent his best alchemists to Xanar to construct the Orb. Feverishly they worked, ceaselessly, in shifts all through the days and nights until, five months later, their evil work was done.

Night. Lord Manta shifted uneasily upon his seat. To hinder the Zakhan would result in the certain death for hundreds of his people, but how could he allow a man as corrupt as Kimah to construct a weapon as powerful as the Orb of Death? There was only one solution: assassination. As work was going on in a secret tower several miles away from Xanar, he would prepare a special torch. It would be hollow and filled with Bor gunpowder. A single stroke on his tinderbox would be enough to seal the Zakhan's doom. Kimah would visit the tower in 3 days' time. Manta resolved to kill him then.

The fateful night arrived. Lord Manta led the Zakhan through the winding corridors of the tower to the vaulted chamber in which was kept the Orb. He entered first and glanced at the powder-packed torch which rested in a wall bracket, unlit. Manta turned to face the Zakhan and his skin prickled with dread as he looked into the evil man's eyes. His piercing gaze seemed to be looking deep into his very soul. The Zakhan smiled and let his cruel eyes scan the chamber until he saw the Orb lying upon a plinth, close by the unlit torch. Manta shivered.

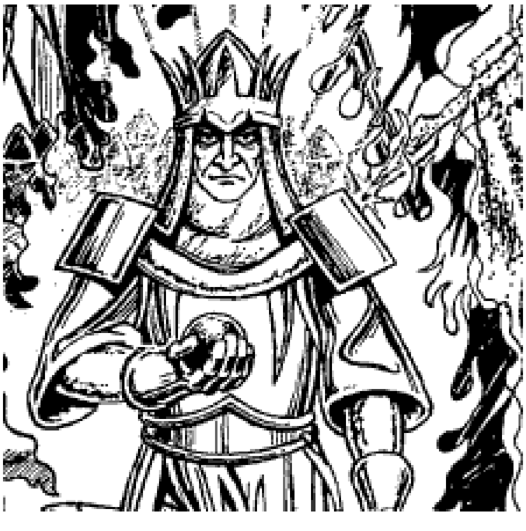
"At last," breathed the Zakhan, his dark eyes gleaming like fiery gems. "The Orb is mine!"

Kimah moved slowly towards his prize, his hands outstretched in readiness to touch its coal-black surface. Lord Manta edged his way slowly towards the plinth, taking care to keep out of the Zakhan's field of vision. Then, with a rush, he lunged past the Vassagonian ruler and grabbed the torch from its bracket.

"It's too dark in here, my Lord. Here, let me give you light." And with these fateful words, Manta struck sparks from his tinderbox and set the torch alight.

A devastating explosion ripped through the tower, reducing the chamber and adjacent corridors to heaps of smouldering rubble. Clouds of acrid smoke swirled around the mounds of broken stones and shattered timbers. It was the only thing that moved. Yet, in the midst of this devastation something was stirring. Rocks began to shift and rise, dust began to billow upwards. Then suddenly a shape burst forth from beneath the rubble, forcing itself upwards like a waking corpse. It was a tall man-sized figure and it shrugged off the heavy chunks of rock as if they were no more than leaves. It was Kimah and he was smiling, for in his hands he held the Orb of Death.

"I am invincible!" he bellowed, holding the dread Orb aloft. "I cannot die!" His smile gradually became a manic mask of glee as he stared at the Orb and luxuriated in its dark power. "I am unbeatable. And now, Lone Wolf, I'm coming for you!"



The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: ANDREW ING* Age: 11
Address: England
Hobbies: Lone Wolf, badminton, tennis, violin, piano, reading fantasy, Warhammer, drawing, wildlife, TV, running, soccer, video games.
Would like a pen-pal, male or female, age 10–12 with similar interests. Please send a photo if possible.

Name: BRYN O'CONNELL
Age: 12
Address: England
Hobbies: Lone Wolf, Warhammer Fantasy Role-Play, map drawing, RPGs.
Would like a pen-pal with similar interests, aged 12–13.

Name: HAMJA AHSAN Age: 12
Address: England
Hobbies: Lone Wolf books, manga, Judge Dredd, rock & indie music, drawing & computer games.
Would like a pen-pal, boy or girl, age 11–15, similar interests. Please send a photo.

Name: JAMES KINMAN
Age: 9
Address: England
Hobbies: Lone Wolf, Fighting Fantasy, reading, Games Workshop.
Would like a pen-pal (male) with similar interests & hobbies.
Age 8–10.

* Please note that these details correct those which first appeared in Newsletter No. 26

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME:..

ADDRESS: ....

.... ZIP / POST CODE .... AGE........................

YOUR
HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE...

....

Fill in this form in BLOCK CAPITALS please, and send it to: LONE WOLF CLUB (KK), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

News from the Monastery

Joe Dever will be a Guest of Honour at this year's British Play By Mail Association (BPBMA) Convention on May 7th at the York Hall Baths, Old Ford Road, Bethnal Green, London, E2 9PJ. Tickets cost £3.50 (£2.50 in advance) and the venue will be open from 10am-6pm. There will be a Red Fox trade stand and Joe will be discussing his development of the Lone Wolf Graphic Novel and New Order series. For further details contact the BPBMA at 23 Aragon Place, Kimbolton, Huntingdon, Cambs, PE18 0JD. Joe will also be attending **EuroGenCon '94**—TSR's annual games extravaganza to be held May 12th to May 15th at Pontin's Holiday Centre, Camber Sands, Rye, Sussex. Joe will be hosting a free-form AD&D game of his own design on the Saturday afternoon (May 14th). For further details contact Denise at TSR UK on 0223-212517.

Matchlock Miniatures have asked us to thank all of you who have contacted them with your ideas for their Lone Wolf 15mm & 25mm figure ranges. Matchlock have implemented several suggestions and have more than 20 figures currently in production, with new ones being added all the time. For an up-to-date listing of those available, send a SAE to: Matchlock Miniatures, (Lone Wolf), 816–818 London Road, Leigh-on-Sea, Essex, SS9 3NH. Overseas members should enclose 2 IRCs.

Back issues of the following Club Newsletters are available (Nos. 16–26) at £1.50 (UK), $4.00 (US), £2.25 (O/seas) each. As usual, UK £ cheques & POs should be made payable to the Lone Wolf Club; US $ checks & POs should be made payable to Joe Dever. Please send your orders to the Club and mark your envelope 'Newsletter Backorders'.

Due to sheer demand, an additional run of the **1994 Lone Wolf 10th Anniversary Calendar** has been printed. Club members may obtain free copies by mail from Senator Publications, PO Box 2153, Brentwood, Essex, CM15 0AB. There is a postage and handling charge of £1.50 (UK & Eire), $5.00 (USA), and £4 (O/seas inc. Australia & Singapore). UK £ Cheques & POs should be made payable to Senator Publications; US $ checks & POs should be made payable to Joe Dever. There is now no limit to the number of calendars you may order.

Copies of the original manuscript for the US edition of the **Magnamund Companion** are now available. This valuable reference guide to the World of Lone Wolf is currently out of print, but monotone photocopies of the US manuscript can now be obtained by Lone Wolf Club members only from Senator Publications, Magnamund Manuscripts, PO Box 2153, Brentwood, Essex, CM15 0AB (UK). Manuscripts cost £2.50 each (UK / Eire), $6.00 (USA), £4.50 (O/seas inc. Australia & Singapore). Make UK £ remittances payable to Senator Publications; US $ remittances payable to Joe Dever

Would you like a free signed copy of 'The Skull of Agarash'? Of course you would! Well, in order to get one all you need do is write and submit a **Lone Wolf short story** (approx. 250-500 words) for publication in the Club Newsletter. If your story is chosen for publication, a signed copy of the first Lone Wolf Graphic Novel will be yours. Send your stories to: Lone Wolf Club, Short Story Submissions, 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK).

LWC Newsletter Nos. 25 & 26

COMPETITION RESULTS

LWC Newsletter No. 25 Wolf's Bane

Answers: (1) Vassagonia, (2) Cloud Dancer, (3) Hul Garrulen, (4) Pickberry, Worlan, Boonwold, Stonefurrow, (5) Black Hawk, Star Lynx, Blazer, Steel Hand, (6) A primate of Sommerlund, (7) Rapiers. (8)130, (9) Avaros, (10) True, (11) On the back of a giant dragonfly / through its cloud base, (12) Tortured souls, (13) Reeve-lieutenant, (14) Caldar, (15) Icy Point.

Winners: First Prize—**Anthony Greener** of Newcastle-upon-Tyne; Runners-up—**Paul Miller** of Chichester, **Dave Bryant** of Palm Springs USA, **Luke Fullerton** of Co. Durham.

Congratulations to Anthony who won a Hanimex IC2000 Compact Camera, and also to Paul, Dave, and Luke who each won signed copies of Lone Wolf 20: The Curse of Naar.

LWC Newsletter No. 26 The Curse of Naar

Answers: (1) Isle of Lorn, (2) False, (3) Khula, (4) One of the Lords of Decay, (5) Zantaz, (6) Demoness Shamath, (7) Dazgannon, (8) Avarvae the Torrnentress, (9) In a swarm, (10) In the ruins of Kazan-Oud, on the Isle of Khor, (11) 9 astral beings, (12) Wolf's Blade, (13) Zantaz, (14) One's own blood. (15) Huan'zhor the Dragonlord.

Winners: First Prize—Phillip Doherty of Plymouth; Runners-up—**Saul Banning** of Des Moines USA, **Glenn Buckley** of Evesham, **Daniel Smith** of Kidderminster.

Congratulations to Phillip who won an 'Evening with Dracula' video boardgame, and also to Saul, Glenn, and Daniel who each won signed copies of Legends of Lone Wolf 10: The Lorestone of Varetta.

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SOMETHING ELSE WITH DOOM STUCK ON THE END II—THE REVENGE!

by Leigh Loveday

Welcome back, you terminal sad case, you. Now, let's spare as much mental torment as possible and get down to the picking of your own "...of Doom" preference-thing straight away, yes? Good!

Razor-edged Haggis of Doom (go to 2)
Hitchcockian Side-profile of Doom (go to 3)
Kevin of Doom (go to 4)
How far and in what sense(s) can we take "The Merchant's Tale" seriously? of Doom (go to 5)
Dof Omm of Doom (go to 6)
Pink Wedge of Doom (go to 7)

2: Like, er, a timeslip or something tears great holes in the fabric of reality all around you, and you suddenly find yourself standing on Boston Common a couple of centuries ago with a Sean Connery lookalike about to hurl something grey, bulbous, saggy, unpleasant, and rather sharp at your head. You have only a split second in which to act! Do you… ooops! Look's like you didn't have as much time as a split second to decide after all. Dashed bad luck, Dude! Sadly, your life and your annual subscription to '**WHAT HAMSTER** ®' ends here.

3: You find yourself sitting up in bed sweating like a feverish trout and gibbering wildly (distinctly unlike a trout feverish or not). You've just had the most awful nightmare. Even now, as slowly your senses return, you are aware of a chilling shadow that begins to take shape in the darkest corner of your room. You gape in horror as the monstrous visage that you were dreaming of suddenly manifests itself on your bedroom wall, complete with gratuitous nasal hair and a pronounced double-chin quiver. Do you set your jaw and face this awesome vileness (go to 8), or do you run screaming from your room like a yellow-bellied invertebrate (go to 9)?

4: Um, er, OK, right. Let's try to get a little bit more specific here. Er, pick a letter from the following list:
K (go to 10)
M (go to 11)
Z (go to 12)
Er… another Z (go to 13)

5: Hardly needs the "of Doom" suffix really. But anyway, you find yourself sitting in an examination hall faced by this very same question. You have exactly 2.675 minutes left in which to write an essay on this subject. Hmmm. What do you write, then, eh? Eh? EHHH? It could be the word 'None' in large green letters (go to 14), a witty and incisive exploration of the Merchant's character via his style of narration (go to 15), or the words "Hey! Wait just a minute buddy! I'm taking Chemical Engineering. Someone please tell me what the bejeezus this question is doing in my exam?" (go to 16).

6: Aw no. What did you go and pick this one for? I really can't think of anything for this one. Go on, go away and pretend this never happened. Go on. Aw, please! Go on. If you're willing to do this for me, go back to 1 and don't come back here again. If you're not feeling so charitable, go to 17.

7: Suddenly, aid with a truly appalling lack of transition—like some naff 'special effect' in a low-budget 1970's fantasy film, you find yourself surrounded by a gang of bellowing drunken half-witted cretins who are all roaring with crass laughter at the last, undoubtedly hysterical, question in the game of Drivial Pursuit ™®© that they are attempting to play. You watch vaguely for a few seconds as the tumult dies down, and slowly all eyes turn to you. It goes a bit quiet. Then a cry rings out: "Pink Wedge Question!" You wince. "Here we go!" the slurred voice continues. "Why was the rubbish really sad?" The question is met with a hushed silence as the drunken crowd await your response. Do you say, wittily, "I don't know," (go to 18), or do you say, "That's not a pucker Pink Wedge question… that's one of the worst jokes known to Man, and if you insist on giving me the punchline then I'm going to have to rip your head off, without benefit of a local anaesthetic," (go to 19). Or do you get up and make a run for it (go to 20)?

8: Er, well, something incredibly amusing happens, like, uh, you realise that the silhouette is your own and you just haven't woken up properly yet, that's all. Then you feel a bit wobbly and you have a bit of a cry. Then you go back to sleep. Then you suddenly wake up to the fact that my imagination leaves a lot to be desired. Boo hoo. The End. Boo hoo. I don't care . . . don't shout at me. Boo hoo. Leave me alone. Boo hoo hoo.

9: You leap shriekingly out of bed and promptly fall over a carelessly discarded chair. Everything switches into cheesy *'Chariots-of-Fire'* slow-motion as you tumble ponderously to the floor. You must save yourself. Oi! Cloth-ears! I said you must save yourself! Yes, you! Save your bleedin' self!!! You must!!! You can either make a grab for your totally safe, sturdy, and reliable desk which will undoubtedly stop your fall (go to 21), or you can make a grab for your totally unsafe, wobbly, M.F.I. (Made For Idiots) flatpack DIY bookcase, which will undoubtedly splinter, collapse, and do you a nasty injury (go to 22).

10: Kevin Keegan* flares into existence before your disbelieving eyes! His nauseating mug, framed by his notorious pseudo-Afro monstrosity of a haircut, breaks into a twisted leer as he proffers a signed soccer ball to you. Do you shoot him immediately (go to 23), or do you wait for a few moments while you consider a witty response, and then abandon the idea and shoot him anyway (go to 24)?

*Kevin Keegan, for the benefit of all you Americans, is a well-

known English soccer player. Soccer, for the benefit of all you Brits, is the American name for football. Ho hum!

11: Kevin Mooney suddenly appears! You shrink back in horror, even though you don't know who the heck he is (actually, he used to be in my class at school, and he had this horribly wide face. It was made marginally better when he got beaten up by a girl once!) Do you go round to his house for tea* (go to 25), or do you break his jaw without further ado (go to 26)?

12: Kevin Costner erupts into being before you! You immediately, on sheer reflex, tell him he's naff and you take the mickey out of his mid-Atlantic accent. Robin Hood? Bah! On yer bike, 'lad. Congratulations! You have succeeded in this adventure. (Thinks)—no, hang on. Something's not quite right here. Let me try that again. CONGRATULATIONS!!! You die for some inexplicably facile reason. Ah, that's better.

13: Cefn Coed appears right in front of you! Er, well, it's this Mental Institution-type place near where I live, alright!? And it sounds a bit like 'Kevin' so I thought I might be able to slip it in without you noticing… No? Oh well, fine Several dribbling, straight-jacketed inmates watch with studied indifference as you suddenly drop stone dead for being unnecessarily awkward. Er, um, and for smelling a bit funny as well. There, now, that puts my conscience at ease. Hee hee hee.

14: Funnily enough, you don't get a very good grade for it. In fact, the examining board are so outraged that they pass a special motion that somehow results in you being put to death the very next morning. Fortunately, you manage to escape from jail during the night, but then you take a wrong turn in the dark and fall over the edge of a tall cliff. It's a funny old life, innit eh!?!

15: You get a pretty good mark for it, but then you are lynched by all the stupids who set fire to your silicone brain implant and slowly poke you to death with yellow plastic cutlery whilst tormenting you most cruelly with relentless choruses of *'Kum-ba-yah'*. Finally they finish you off with an industrial sander applied vigorously to your groinal region. *Oooer missus!*

16: Smugly you rise and stride out of the room. Outside you suddenly remember that you were in fact taking English, and you've just done something extremely naff. You decide to become a fugitive from the law, even though the law isn't even remotely interested in chasing you. You spend the next six months on the run until you meet with an untimely demise at the hands of a gang of rabid nuns on the outskirts of Chelmsford – a pleasant market town in Essex, England, that was once a major Roman city until it was vandalised in AD 123 by Attila the Nun. Sadly, your life and your lame excuses for not going to bed early end here.

17: No, me neither really. You die! Hee hee hee. Sorry?

18: Giggling with the absolute hilarity of it all, they read you the punchline and your head explodes. Oopps! That's all folks!

19: Being completely rat-arsed* and uncannily stupid even when sober, they read you the punchline anyway. The pressure builds in your temples… your face turns purple then, with a rather unpleasant pop… your head explodes. Tragically, your life and your membership to Trainspotters Anonymous ends here.

** Rat-arsed a quaint Anglo-Saxon word meaning 'Slightly the worse for wear after having consumed twice one's body weight in alcohol in less than 10 minutes'. Believed to have originated in Chelmsford, circa AD 124.*

20: You throw yourself bodily through the doorway just as the infernal punchline is delivered. There is a terrible noise and a flash of blinding white light which obliterates your suspenders. When you regain consciousness, you find yourself lying face downwards in a carpet of ash. Looking up, you can make out a cluster of burning huts stark against the ochre smear that is the sunset. The stench of blood and smoke clogs your nostrils. A wolf howls forlornly in the far distance. Hungrily the flames of holocaust fires consume the landscape. Then you hear a low moan somewhere off to your left. Do you investigate this sound (go to 27), do you search around in the remains of the huts (go to28), or do you sit down and try to figure out at just what point you lost the thread of things here (go to 29)?

21: Your fall stopped, you allow yourself a smirk of self-satisfaction. You are feeling decidedly fine and frisky at your fickle-fated felicitous phase of fortune. Then the smegging window explodes inwards and a vast pulsating mass of writhingly purple seaweedy goo surges into the room. It booms: "I'm, like, the Great Dread Demon Thingy right, and I've come to punish you for such blatantly not-very-good alliteration." You frown. The Great Dread Demon Thingy hesitates with uncertain hesitation. You could use this opportunity to grab the nearest available weapon and wave it threateningly, bawling something like "Come on then, you big naff lump of seaweed!" (go to 30), or you could curl up into a ball on the floor and have a good cry (go to 31).

22: During the next few days, paralysed from the scalp down, you find that you have plenty of time in which to contemplate upon your decision. Try as you might, though, you can't find any semblance of justification for it at all. Which isn't really surprising as it was uncommonly naff of you. I hope you're truly ashamed of what you did. Now go away. Hummph!

23: Not predictably in any sense of the word (except perhaps in the sense of being the Most Predictable Thing since infamous ol' Predictable Jack McPredictable, one Sunday in May 1849, decided to wear his chequered pants, as he had done so on every other day of his life), you discover that you don't in fact have a gun. So, you can now faint with embarrassment (go to 32), or you can punch Kev's lights out (go to 33).

24: You wait a couple of seconds, then you reach for your gun. Go to 23.

25: Kev's parents like you so much that they adopt you. You live with them and get a job stacking shelves at a local grocery store. You live a quiet, uneventful, moderately happy life until, one day, I write myself into a gamebook just so that I can have the considerable pleasure of strangling you to death with a yard of damp spaghetti. Haha.

26: Kevin faints. Then 'Michael-Winner-the-Film-Director' comes walking past and you think to yourself, 'Hmmm. He's got a stupid wide face as well.' Then you go home and go to bed. I'm sorry it ends here, but it is quite late you know. And you've got to get up early tomorrow. Stop sobbing will you, it's only a game after all. Oh, good grief!

27: The sound is coming from an old man who is pinned under a fallen beam. You kneel by his side and he croaks his final words in your ear:

"'Ere, mate. What the bleedin' 'ell's going on round 'ere?" Do you cuff him one sharply about the bonce and tell him to carry on in the traditional 'Oh-no-the-Orcs-have-smegged-our-village-and-I'm-the-only-one-left' fantasy storyline (go to 34), or do you take time out to carefully ponder his powerful prophetic words (go to 29)?

28: Something glints in the shadows—treasure! Then a burning beam suddenly falls on the back of your head and crushes you into the dusty ground. Tragically, your life and your reputation for spotlessly clean underwear ends here.

29: As soon as you begin to question the plausibility of events here, reality comes crashing back in with a large sack full of lead weights tied to it. The sack smacks you soundly around the back of the head and you pop your clogs*. And the moral of the story?—'Just watch out for me, buster, 'cos I've got loads of really hard mates, OK!?'

** A quaint phrase which originated in the north of England during the industrial revolution. To 'pop one's clogs' i.e. to renounce forever the wearing of uncomfortable wooden footwear. To make such a renunciation during this time of unparalleled British industrial might was considered a treasonable offence. It was punishable by death by scragging.***

***Scragging—a form of capital punishment involving lead weights, a sack, a human head, and a distinct absence of clogs.*

30: The nearest available weapon is, unfortunately, your own leg. Instantly you tear off your leg and lash out wildly at the Demon with it, only to fall flat on your face in the process. Before you can stagger to your foot, you faint due to loss of credibility. The Great Dread Demon Thingy says "Oh!" and shuffles away to leave you to bleed to death in cheerful oblivion. Your life and your worries about unsightly facial hair end here.

31: The Great Dread Demon Thingy peers at you for a few seconds, then it picks up your sturdy reliable desk and, with great finesse, beats you to a lurid pulp with it. Sadly, your life and your collection of Belgian beer mats ends here.

32: When you wake up, you find yourself in a strange, stark room. You are lying upon a bed. Gingerly, you rise and walk slowly across to a doorway. In an adjoining room you see a dozen or so scientist-types, all dressed in scientist-type white coats, and each one has a name tag on their lapels which say things like: 'I AM A SCIENTIST, YOU KNOW!' and 'I'M BLEEDIN' CLEVER ME' and 'S. HAWKING IS GOD!' and 'I'VE GOT A BIG I. Q.—SO JUST WATCH IT YOU!'

"So you've woken up at last," says one of the scientists, who is wearing little round 'John Lennon' glasses and is completely bald except for a bit of hair behind the ears.

"Yes," you reply incisively, "and perhaps, Madam, you can tell me what's going on here?"

"All in good time," she replies. "Now go back to your bed and rest. Oh, and be sure not to open any windows in your room. At least not for the next 2,000 half-years or so."

You shuffle back to the bed and suddenly you notice how stuffy it is in this strange room. 'This place needs a good airing," you say, as you fumble with the window latch. You manage to open the latch and suddenly you notice that the flesh on your hands and arms is turning a crispy brown sort of colour. Milliseconds later you are engulfed by a searing wave of gamma radiation that turns you into a glowing heap of ash, Tragically, your life and your ambition to become fluent in Cantonese ends here.

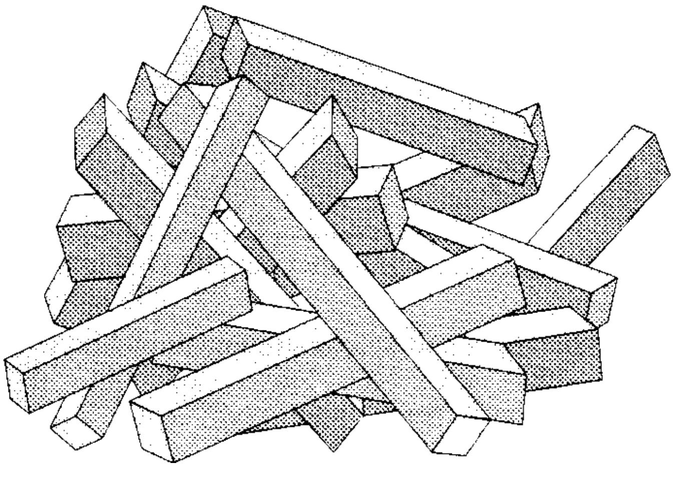
33: Your fist passes right through the warped grin as the Keegan-illusion dissipates into a thin swirling mist. "Er…" you say. You tap your foot for a bit. Then suddenly nothing much happens. Without warning, a period of wilful calm builds to a fever-pitch of normality which is followed by a relentless and torrential onslaught of quietness. Do you go and see what's on the TV (go to 35), or do you decide to go down to the Fish 'n' Chip shop (go to 36)?

34: You cuff him smartly about the bonce and he thanks you kindly before he pops his clogs Racked by guilt, you vow there and then that you will rid this accursed land of whatever foul curse it is that has wrought such destruction upon it, Unfortunately, before you can really get into Avenger-mode, you tread in a dollop of radioactive dog poop and you are quickly consumed by a mutant strain of Athlete's Foot fungus Tragically, your life and your naff Nike trainers end here.

35: On your TV tonight is a framed photograph of Albert Einstein, some tacky porcelain piglets, and a naff wicker basket filled with dried flowers. Ha ha ha. Geddit? Ha ha ha. This is so tendon-snappingly, tree-fellingly unfunny that a lesser-known demi-god suddenly springs into existence with the sole purpose of making you combust spontaneous-ly, As your writhing body is consumed by the supernatural flames, you distinctly hear him say: *"Pull another stunt like that one and they'll be even worse in store for you, m'fellow m'lad!"*

Phew, it looks like you got off lightly! Your life and your inexplicable fondness for raw pilchards & marmalade on melba toast ends here.

36: You get yourself a nice big bag of French fries and then you go and choke to death on the first one because they're (drum roll)… *Chips of Doom!* Ha ha ha ha ha ha… *burp!* Pardon!



Lone Wolf Club

COMPETITION

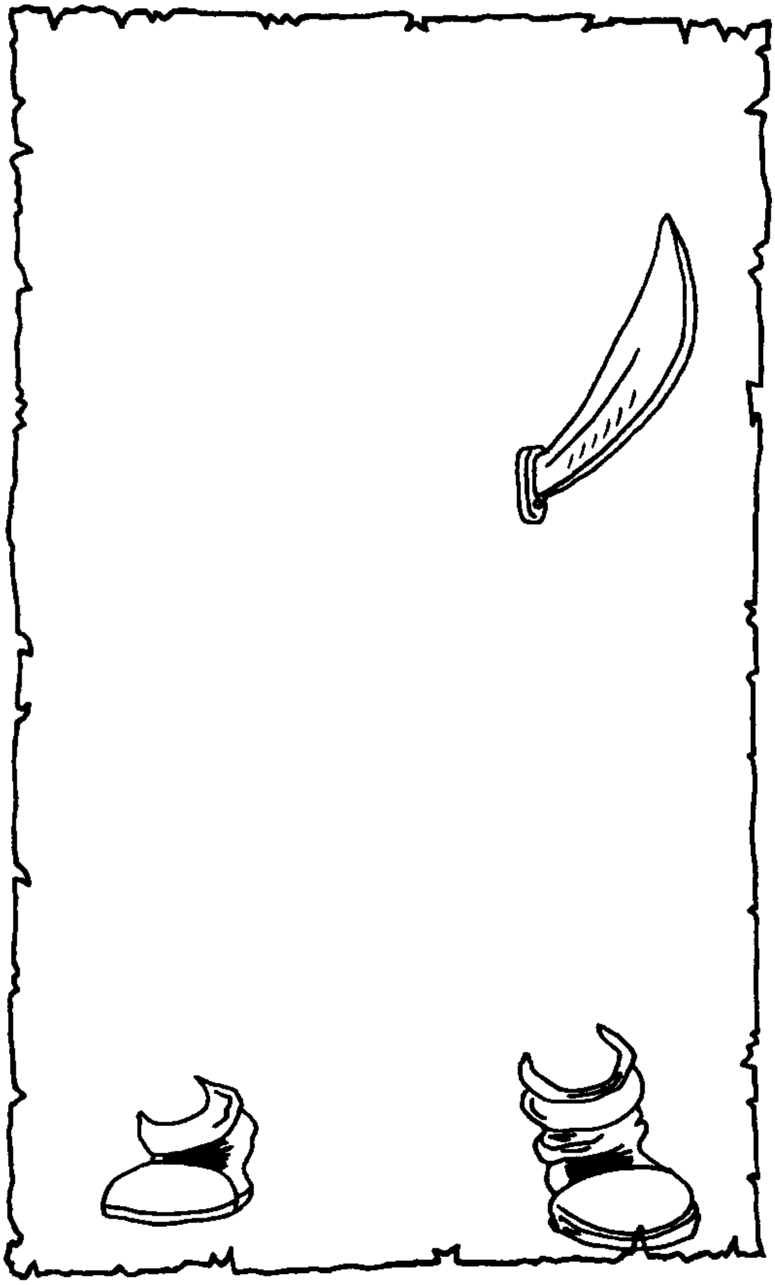
MAKE A MONSTER!

In this issue we thought we'd re-run a competition that first appeared in Newsletter No. 14, and give all you budding artists a chance to showcase your talents. All you have to do is design, draw and / or paint an enemy of Lone Wolf's in the space provided (or on a neat photocopy), using the feet and sword blade provided as the basis of your creation. It can be in black and white, or colour, and you can use an adversary from one of the existing Lone Wolf books, or you can create a completely original foe—it's entirely up to you.

All entries must be submitted no later than 18th July 1994. Any received after this date will not be counted so try and complete your picture and send it as soon as possible. The winner and runners-up will be notified by post no later than 1st August 1994.

The Prizes. Entrants will be split into three categories—**Under 11s, 11–14s, 15 & over**. Joe Dever & Brian Williams will judge the entrants and the best in each category will receive **a framed piece of original Lone Wolf artwork signed by Brian**. The two best runners-up in each category will receive signed copies of *'The Skull of Agarash'*—the Lone Wolf Graphic Novel.

When you've finished, fill in the details below and send it to the club at the address shown.



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Newsletter No. 28

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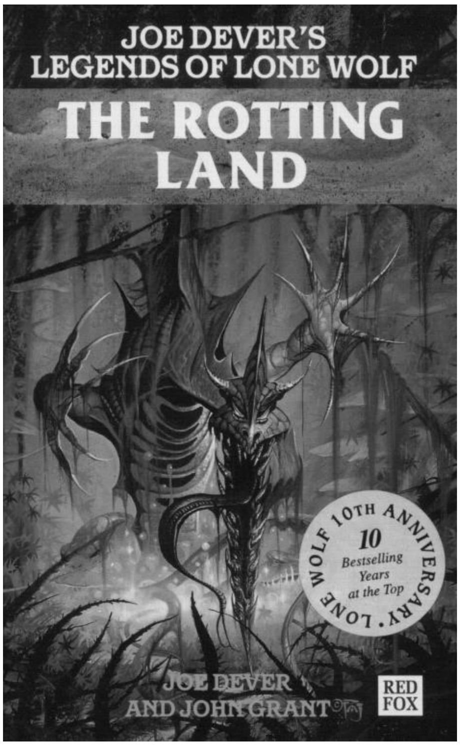
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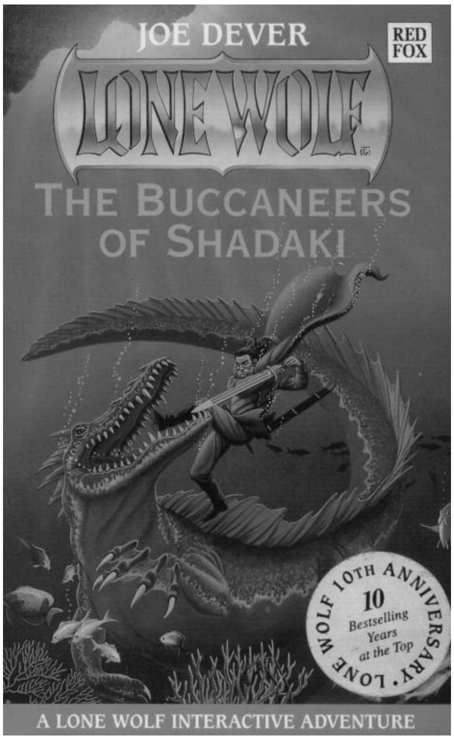
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Gwynian's Forum

Words of wisdom form the Sage of Varetta

Can you clarify what happens to the +1 EP bonus when you progress from Kai Master to Grand Master? (Andrew Carter, Warrington)

The +1 EP bonus gained when passing through combatless sections does still apply, but only if you have played and survived the Magnakai series books. Joe Dever intended this as a 'hidden loyalty bonus' for readers who had played the earlier books, which is why it was omitted from the Grand Master rules.

If a person keeps the +4 CS Weaponmastery ability from one series to the next, does that mean that when he gets Grand Weaponmastery he has +9 CS with the weapons he has proficiency in? (John Sterling, Chesterfield.)

The +4 CS Weaponmastery bonus is not added to Grand Weaponmastery—it simply rises by 1 to +5.

What is the name of the typeface used in the UK editions of the Lone Wolf gamebooks? (Brian Shaw, Lothian.)

The typeface, or 'font', used in the UK editions is called Souvenir Light (sometimes also known as 'Southern'). It is the same font as used in this feature.

Where do (did?) the women and children of the Drakkarim live, or do they in fact exist at all? (Kevin Day, Vancouver, Canada.)

Drakkarim society exists in their homelands, those territories that were colonised after their invasion of Northern Magnamund in the year MS 2591, namely Zaldir, Nyras and Nyvoz. All of the Drakkarim that Lone Wolf encounters are soldiers, which explains why they are never seen with their women and children. Some Drakkarim units, notably the Death Knights, are trained from an early age and do not have families. But others are predominantly natives of the Drakkarim homelands and occupied territories (Ogia, Northern Magador, Skaror and Ghatan). Before the demise of the Darklords, the strongest Drakkarim males were automatically conscripted into the Darklands army when they reached physical maturity around the age of 17.

What are the names of the 20 Darklords created by Naar? (Julie Seaforth, Albany, NY. USA)

The twenty Darklords created by Naar are:

VASHNA • Lord of Helgedad
ZAGARNA • Lord of Kaag
HAAKON • Lord of Aarnak
DAKUSHNA • Lord of Kagorst

KRAAGENSKÛL • Lord of Helgedad
CHLANZOR • Lord of Gazad Helkona
MENASHGA • Lord of Nadgazad
TOMOGH • Lord of Gournen
UNC • Lord of Aarnak
SLÛTAR • Lord of Kaag
GNAAG • Lord of Mozgôar
SHEBNAR • Lord of Helgedad
TAKTAAL • Lord of Helgedad
ZHANSHAL • Lord of Aarnak
GHANESH • Lord of Helgedad
NHORG • Lord of Gourizaga
MRUGOR • Lord of Helgedad
XOG • Lord of Helgedad
GHURCH • Lord of Ghargon
KHATELLU • Lord of Helgedad

If the crystal explosive featured in section 301 of 'The Dungeons of Torgar' was so powerful that it completely destroyed Torgar's massive iron gate, how come it didn't destroy the surrounding wall which was only made of stone? (Michael Morris, Boston, Lancs.)

The Elder Magi designed this magical explosive to destroy only the iron gate, leaving the surrounding masonry intact. If you have a look at the illustration which accompanies the text of section 301 you'll see that the Torgar gate has melted rather than been blown apart. Were it simply a very powerful charge then the entrance would have been blocked in the resulting explosion. The causeway would most likely have collapsed as well.

Where is the grave of Sun Eagle, the first Kai Grand Master. Is he buried at the Kai Monastery, in the Vault of the Sun perhaps? (Simon Adamson, Kansas City, USA)

Sun Eagle, who was a Baron of Toran, is buried in a tomb in the centre of that city, close to the Guildhall of the Brotherhood of the Crystal Star.

The territorial names of areas in the Darklands seem to have their origins in the Giak language. Can you translate them please? (Ben Collins, Folkestone, Kent)

The main territorial regions of the Darklands are:

AZTAREGINA = Northern Sea
GOURIZAGA = Coldlands
NAOGIZAGA = No-lands
DAJDOKRITZAGA = Moon Mountains
KAGAZITZAGA = Fire Mountains
DEJKAATA = Eastern Shallows

Is the Dagger of Vashna taken from the bandit leader Barraka at the Maaken-gorge useable as a Weapon? (Alex Nightingale, Gwent)

Yes, if you possess this Special Item you may use it as an ordinary dagger in combat. It could also prove especially useful during the quest for the Lorestone of Tahou (Lone Wolf 9).

If you have any questions or queries about the Lone Wolf series, send them to:
Gwynian's Forum, c/o Lone Wolf Club,
at the usual address.

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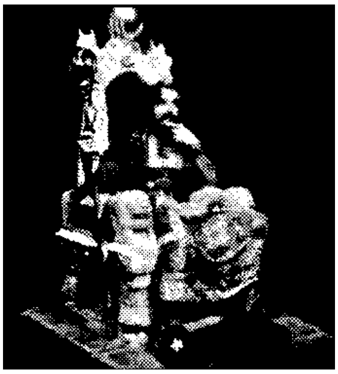

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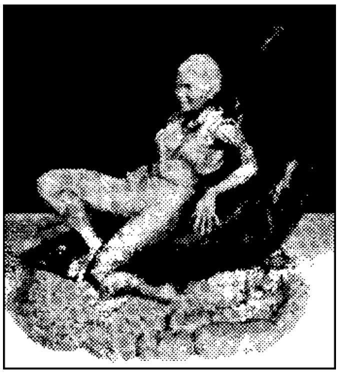

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The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: PAUL GRAY Age: 18
Address: Northern Ireland
Hobbies: Lone Wolf, Taekwondo, reading, writing, interactive literature, anti-prejudice.
Would like a pen-pal, male or female, age 14+ with a sharp, reflective mind.

Name: PATRICK MOLONEY
Age: 13
Address: Australia
Hobbies: Lone Wolf books, video games, body boarding, heavy metal music, writing short stories, fishing.
Would like a pen-pal, male or female, with similar interests (and dislikes e.g. Rap!), aged 12–14 yrs.

Name: JULIAN EGELSTAFF
Age: 20
Address: Canada
Hobbies: Lone Wolf, bicycling, writing, reading, history, philosophy.
Would like a pen-pal (male or female), who is interested in sharing their experience of Lone Wolf.

Name: ERIC HOOI
Age: 9
Address: Malaysia
Hobbies: Lone Wolf books, computer games, piano, sports.
Would like a pen-pal, boy or girl, age 12–14, similar interests. Please send a photo if possible.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

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Crystal of Peril

by Nadir Ollero

Lone Wolf attacked with lightning speed. The Drakkarim sentry barely had time to react before the Sommerswerd clove his head from his shoulders. As the evil warrior's body slumped to the ground, Lone Wolf threw himself amongst the remaining Drakkarim. Startled shouts and angry curses resounded in the moonlit clearing as the fight began in earnest. Lone Wolf had been tracking the Drakkarim patrol for two days. They had appeared from out of the Durncrag Mountains, boldly scouting the settlement of Shadow Pass. Under cover of darkness, the Drakkarim warriors had travelled swiftly along the southern banks of the River Tor, before heading southeast in the direction of the Kai Monastery. During the next day they had kept themselves hidden deep in the woodland before setting off again as the moon rose.

Lone Wolf had kept his distance, although his innate senses told him some-thing was wrong. Other than the obvious fact that the Drakkarim were enemies by their very nature, it seemed very strange that their chosen path was to head directly towards the monastery. What could a dozen Drakkarim hope to achieve against the might of the élite Kai?

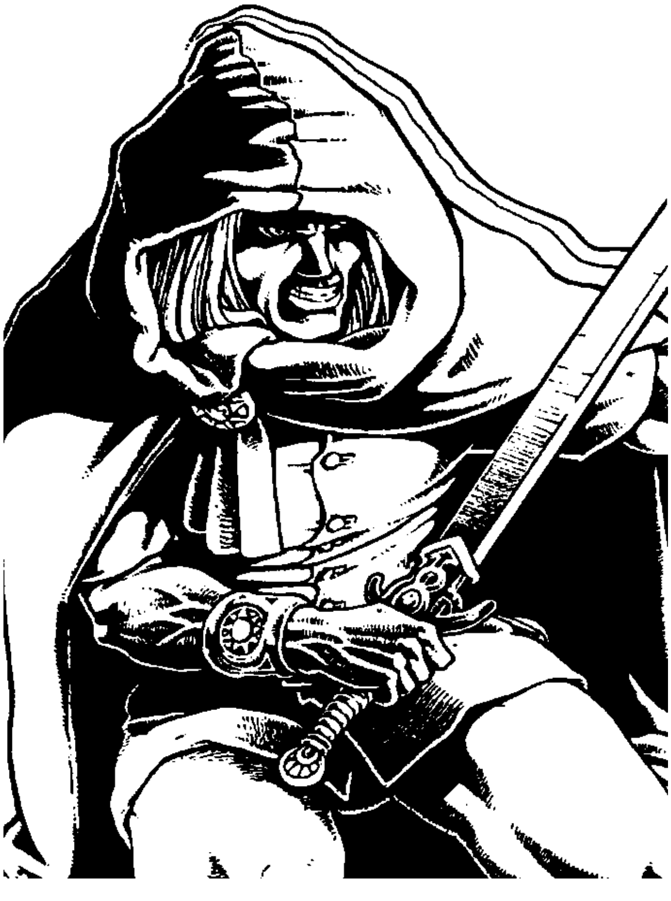
Against his better judgement, Lone Wolf had decided out of sheer curiosity to wait awhile. He hoped to understand the evil warriors' motives as time went on. But tonight, as the Drakkarim had camped out in the forest clearing, Lone Wolf's divinitive sixth sense had screamed of imminent evil and danger. Acknowledging his own training, Lone Wolf had finally acted. Now, as the clash of steel upon steel broke the night's silence, Lone Wolf felt he had done the right thing. As he parried and thrust with the Sun-sword, felling another Drakkar, his divination told him he was making the correct course of action. Busy with the slaying of these vile Drakkarim, the main purpose for their being here was lost to him. Yet, Lone Wolf was still determined to find this out.

One Drakkar swung his black-bladed axe with breakneck speed towards the Grandmaster's throat. Yet, with ease, Lone Wolf deflected the blow upon the blade of his Sommerswerd. He pivoted a full circle then thrust his divine blade into the Drakkar's belly. The movement was but a blur to the doomed Drakkar. As his dying scream left his blood-flecked lips, Lone Wolf span around once more and despatched another servant of evil who was creeping up behind him. The fight continued with intense ferocity. Two Drakkarim had attempted to attack Lone Wolf from opposite sides, but their efforts were unsuccessful. As they charged in, Lone Wolf leapt high into the air. The warriors halted in shocked bemusement as their target seemingly vanished. Then Lone Wolf fell on them with devastating effect. One Drakkar lost his arm at the shoulder whilst his comrade lost his life. Within a matter of moments there remained only one Drakkar and one Kai occupying the clearing. Lone Wolf stood calmly poised among the slain. He stared unerringly into the eyes of the last warrior and the sight of his unblinking gaze send a shiver coursing down his foe's spine. The Drakkar's nerve broke like a twig before a tidal wave. He turned to flee for the safety of the undergrowth. Lone Wolf reacted with measured coolness. He raised his hand, palm outward, and spoke the power-word of the Elder Magi, as taught to him by his friend and advisor—Lord Rimoah of Dessi.

"Gloar!"

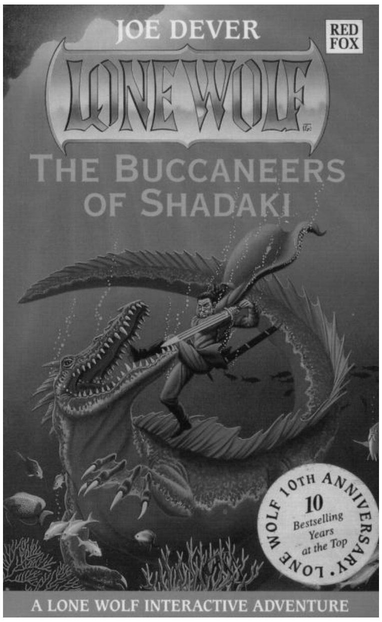
The Drakkar's body arched as the force of the word struck him in the back. With a sickening *crack!* his spine snapped, and his ruined body crumpled to the forest floor like a limp rag doll. Lone Wolf lowered his hand and looked about him.

"So much death . . ." he whispered to himself, as he surveyed the body-heaped arena of the clearing. Then a glint of moonlight caught his eagle-eye. Frowning, Lone Wolf approached a Drakkar's back-pack from where the glinting came. His Kai senses issued a warning as he knelt down.



The flap was unbuckled and open and glimmers of light flickered from deep within. With caution, Lone Wolf edged nearer for a closer look. His Discipline of Kai-surge hinted at a deadly explosive force somewhere within the pack, but it seemed to be dormant. Not yet ready. Lone Wolf, with extreme care, removed an object from the pack. It was a crystal and it shone with a powerful light once removed from the pack. He could sense its destructive power held at its core, and as he focused his concentration, suddenly the true purpose of this crystal became clear to him. The crystal was synchronized with the very fabric of the Kai Monastery. Once placed beside the monastery's curtain wall, it would have exploded with devastating effect. Lone Wolf shuddered with horror. This accursed crystal could only have been crafted by a Nadziran—an evil sorcerer gifted in the Black Arts—a practitioner of death. It was terrifying to think that a Nadziran could have such close knowledge of the very heart of the monastery's masonry, and the foundations upon which it was built. It was this new and dangerous twist to the know-ledge of the dark magicians which Lone Wolf found so chilling. With determined resolve, Lone Wolf wrapped the crystal and placed it in his pack. He would take it to Toran. Guildmaster Banedon and Lord Rimoah would be able to render it harmless there. To return directly to the monastery would be disastrous. Sheathing his Sun-sword, Lone Wolf turned and left the clearing, leaving the slain Drakkarim to the hungry timber wolves. He heard them howl as he disappeared into the dark forest and became one with the shadows of the night.

LONE WOLF CLUB—PRIORITY ORDER FORM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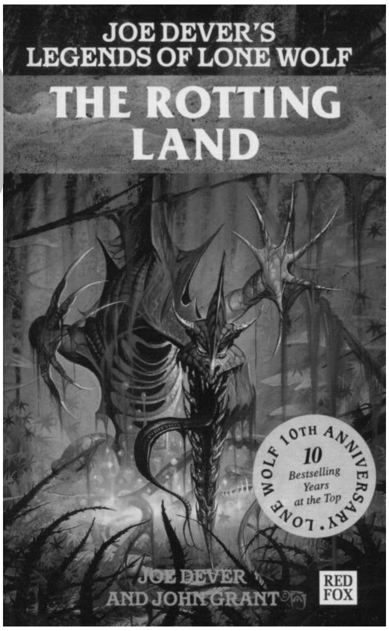
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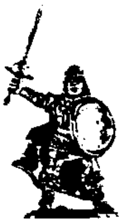
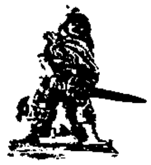
No. of books req'd.: ☐

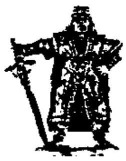
News from the Monastery

The next title in the Lone Wolf New Order series (LW23)—"**Mydnight's Hero**"—is scheduled for first publication in the UK in May 1995. The story is set in Southern Magnamund and, time-wise, it follows on immediately from the end of LW22: The Buccaneers of Shadaki. The King of Siyen has been assassinated. Prince Karvas is the sole heir of this rich and powerful realm but he lives in exile in distant Sheasu—*the Isle of Lost Heroes*. In his absence, wicked Baron Sadanzo and his army of robber knights have staked their claim to the vacant throne. Your quest is to voyage to Sheasu and track down Prince Karvas in the fabled city of Mydnight. Once found, you must persuade him to return with you to Siyen without delay. You have only 50 days in which to complete this challenging quest or Siyen will be enslaved by the tyrannical Sadanzo and his brutal followers. The quest is full of unexpected twists and turns, and it has a genuinely nail-biting finish. Joe says that it's one of the best, and hardest, Lone Wolf adventures he's ever written. You have been warned!

Matchlock Miniatures are offering the Lone Wolf 25mm pack of 3 metal miniatures to club members for £3.00 including postage (UK only; US / overseas please contact them by phone for payment and postal charges on UK–702–73986). UK members should send their orders to: Matchlock Miniatures (Lone Wolf), 816–818 London Road, Leigh-on-Sea, Essex, SS9 3NH.







Lone Wolf fans Mike & Pauline Courtney are offering an alternative role-playing experience to anyone interested in live RPGs. *"You've played the video games, watched the movie, read the book . . . so now try it for real!"* they say. Live role-playing is exciting—sometimes scary—but always fun. Pit your skills against monsters, puzzles, tricks and traps—for real. If you're looking for something new and lively, Mike and Pauline suggest that you give them a call on 071–237 5121 (answering machine) or 081–850 1400 (after 6.30pm). Prices start at £4.99 for a 3-hour introductory adventure. Bring along 5 friends and you will adventure for free. Costumes etc. are also supplied for free if required.

Back issues of the following Club Newsletters are available (Nos. 19–26) at £1.50 (UK), $4.00 (US), £2.25 (O/seas) each. As usual, UK £ cheques & POs should be made payable to the Lone Wolf Club; US $ checks & POs should be made payable to Joe Dever. Please send your orders to the Club and mark your envelope 'Newsletter Backorders'.

Copies of the original manuscript for the US edition of the **Magnamund Companion** are still available. This valuable reference guide to the World of Lone Wolf is currently out of print, but black & white photocopies of the US manuscript can now be obtained by Lone Wolf Club members only from Senator Publications, Magnamund Manuscripts, PO Box 2153, Brentwood, Essex, CM15 0AB (UK). Manuscripts cost £3.00 each (UK / Eire), $7.00 (USA), £5.50 (O/seas inc. Australia & Singapore). Make UK £ remittances payable to Senator Publications; US $ remittances payable to Joe Dever.

We're delighted to inform you that '**The Skull of Agarash**' is now being serialized in Valkyrie, the UK's best-selling Independent role-playing games magazine. Subscription details can be obtained from the Subs Dept. on 081–964 5493. And remember, we're still offering a free copy of 'Skull' to club members who submit a short story that is published in the Club Newsletter. All you need do is write and send in a Lone Wolf short story of approximately 350–500 words. If your story is chosen for publication, a signed copy of the Lone Wolf Graphic Novel will be yours. Send your stories to: Lone Wolf Club, Short Story Submissions, 39 Corfe Way, Broadstone, Dorset, BH1S 9ND (UK).

LWC Newsletter No. 28

COMPETITION RESULTS

LWC Newsletter No. 27 'Make a Monster' Competition.

Many thanks to all the Lone Wolf Club members who entered this competition. We had over 120 entries in total and all were to a very high standard. Sadly we do not have space to show all the winners, but here are their names and ages:

UNDER 11s:
The Winner: Paul Ashley (9) of Sidcup, Kent.
Runners-up: Joel Niedermann (10) of Trenton, US.
Barry Cowley (10) of St. Austel, Cornwall.

11s to 14s:
The Winner: Giles Gibbs (8) of Leicester.
Runners-up: Peter Walker (13) of Limerick, Eire.
Carl Stonehouse (12) of Dundee.

15+:
The Winner: Alice Miles (18) of Morecambe.
Runners-up: William Buxton (16) of Oxford.
Patrick Stanton (13) of Roanoke, US.

Congratulations to Paul, Giles, and Alice who each won a framed piece of original Lone Wolf artwork signed by Brian Williams, and also to Joel, Barry, Peter, Carl, Alice, and William who each won signed copies of 'The Skull of Agarash'.

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With the armies of darkness swarming across the border, Silent Wolf begins a desperate journey to warn King Ulnar of the impending doom. He must succeed for he is now the last of the Kai—he is now **Lone Wolf**.

London-born **Joe Dever** worked as a professional musician in the recording industry in both Europe and the USA before he began his writing career in the early 1980s. For the Lone Wolf Audiobook series Joe has combined his extensive musical and writing talents to bring to life a whole new world of high adventure.

Edward de Souza is an acclaimed Royal National Theatre actor whose work includes many West End productions, film and TV. He is perhaps best known for his velvet-voiced narration of the BBC Radio 4 Man in Black horror / mystery series.

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Lone Wolf Club

COMPETITION

VOYAGE OF THE MOONSTONE

This issue's competition is based around events and details which occur in 'Voyage of the Moonstone'—the first episode of the Lone Wolf New Order series. All you have to do is answer the following questions correctly (neatly on a separate sheet of paper) then send it, together with your name, address, Kai rank & age, to the club at the address shown below.

All entries must be submitted no later than 1st April 1995. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 13th April 1995.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a pair of **Halina Discovery 8x30mm binoculars**. These quality lightweight, robust binoculars give ten times normal magnification and have fold-down rubber eyepieces and coated lenses. They come complete with case, strap, cloth, and protective caps. The next three correct entries will each win signed copies of Lone Wolf 22—The Buccaneers of Shadaki. Good luck!

---

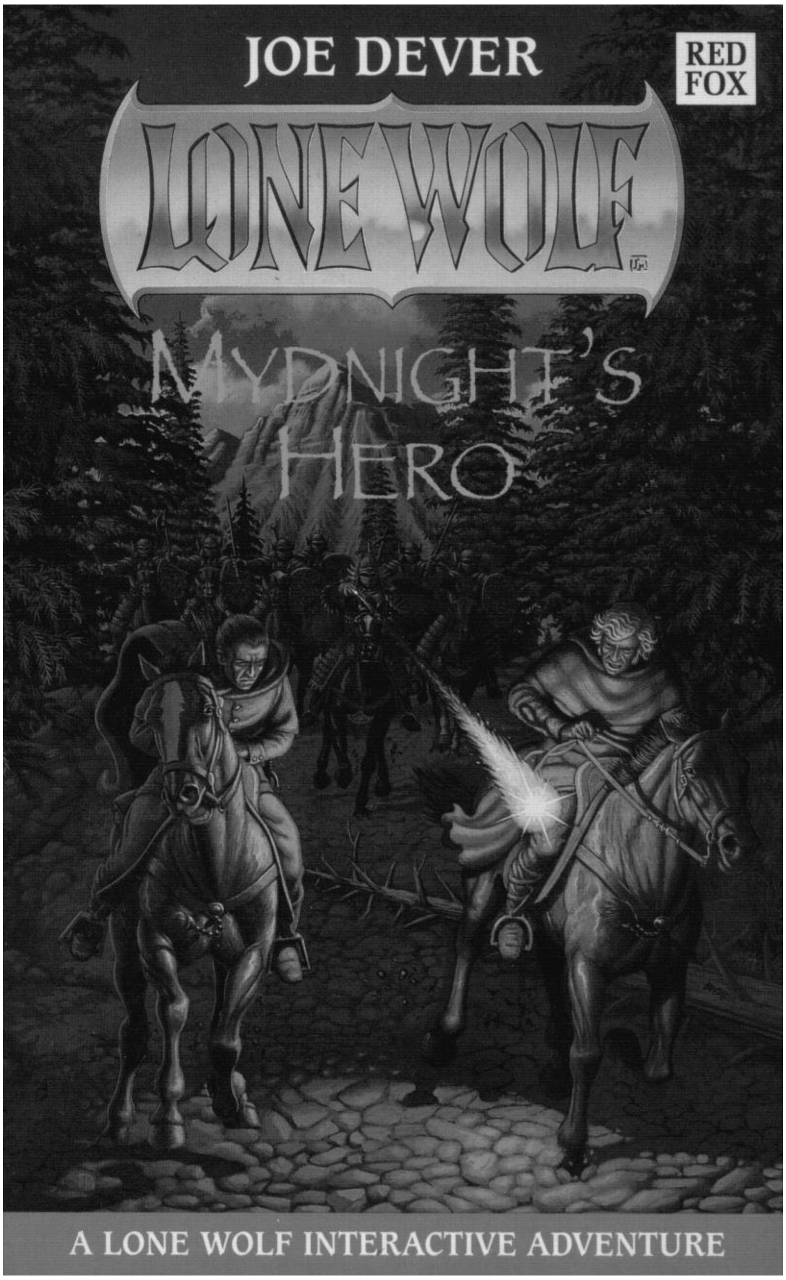
1. If you add together the numbers which correspond to the New Order Kai name 'Rune Shield', and deduct the numbers which correspond to the New Order name 'Bold Star', what numerical total would you get?
2. What or who is a Zuath?
3. Bisutan is located in the estuary of which river?
4. Which Kai Weapon has unique properties when used against winged enemies?
5. Name the Sommlending envoy to Vassagonia?
6. What was the colour and type of headgear worn by Temujun?
7. Who is Oriah's father?
8. Name the Sommlending marine who was familiar with the route south from Cape Kabar to Bisutan?
9. To which land did Lone Wolf venture in order to draw attention away from the Moonstone quest?
10. In which city would you find the *Bridge of Lanterns* and the *Avenue of the Sun?*
11. Who succeeded Kimah as Zakhan of Vassagonia?
12. What is the name of Captain Raker's ship?
13. Name the owner of the warrior-slave called Malduz?
14. What is the name of Yranai's balloon?
15. Who escorted you from the Fryelund Forest to Holmgard harbour?

Send your answer sheet (including your name, address, age) to: THE LONE WOLF CLUB
(Q28), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

LONE WOLF Club

Newsletter No. 29

Publication Date—May 4th 1995


JOE DEVER
RED FOX
LONE WOLF
MYDNIGHT'S HERO
A LONE WOLF INTERACTIVE ADVENTURE

Publication Date—May 4th 1995

MYDNIGHT'S HERO—Order your signed copy now!

See the special Order form on page 7

TERROR DISK

by Kieran Kelly

Set in the early winter of MS 5080

The harsh wind nearly unsaddled Lone Wolf from his black mare as she trotted up the sun-washed path. He had been travelling for many hours through the Chahdan Pass which cuts a deep furrow through the imposing peaks of the Chah Mountains, in the south-western corner of Vassagonia—the Desert Realm. In a box fashioned from pure korlinium he carried a black metallic object, its pitted surface engraved with evil-looking runes. This object was a Terror Disk, one of but a few created by the servants of Agarash the Damned millenniums ago. The Elder Magi believed that these vile artefacts had long been destroyed or lost without trace, yet one had resurfaced in the ruins of Kazan-Oud. Since the day of its discovery, the Elder Magi had kept the disk within a field of goodly magical energy to prevent its corruptive powers from radiating afield. It was a temporary measure, until a means of destroying the disk could be found. They had taken some time exploring ways to be rid of the Terror Disk, perhaps too much time. It was not until an unsuccessful attempt to steal the disk was made by a Nadziranim wizard that the Elder Magi decided that prompt action was required. Had the renegade Nadziran been successful, its evil power would have been magnified a thousand fold by the vile disk.

Lord Rimoah travelled to the Kai Monastery with the Terror Disk and enlisted the aid of Lone Wolf. The Elder Magi had deduced a means of destroying the disk, yet to do so would involve the taking of the artefact to the Chah Mountains. Here, hidden among the remote rocky peaks of this range, was a secret altar that had been constructed by the Ancients in honour of the Goddess Ishir. This altar is imbued with a goodly power strong enough to break down the magical protections surrounding the Terror Disk. Once the protections are removed, it would be possible to physically destroy the disk. Yet such destruction could not be achieved by ordinary mortals, nor even by the Elder Magi themselves. Rimoah had discovered that only a Kai Lord possesses the strength and ability to destroy this evil relic.

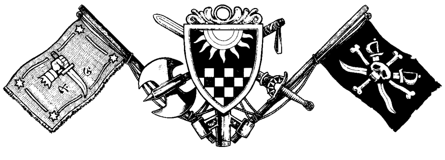
Lone Wolf agreed to undertake the mission. He would carry the fell artefact all the way to Vassagonia and endeavour to destroy it upon the secret Altar of Ishir. Before embarking upon his long journey, Lord Rimoah warned him not to open the korlinium box in which the disk was kept. Its powers could cause Lone Wolf great harm. Rimoah also informed Lone Wolf that he would be able to recognise the Altar of Ishir by the runes that are carved into the four corners of its surface. He would have to trace, with his index finger, these runes after having first set the box down in the centre of the altar. This action would activate the 'Call of Power which would destroy the disk forever. Lone Wolf acknowledged Rimoah's words of wisdom and then began his preparations for the long journey south to Vassagonia.

Lone Wolf's arm badly ached from the blast of Nadziranim magic that he had suffered in Teph, three days earlier. He rubbed his sore bicep as he regarded the colossal peak that cast its long shadow across the mountain trail ahead. He sensed that he had arrived at the right place; not only were his sixth senses buzzing with anticipation, but away to the west he could see three smaller peaks that Rimoah had spoken about. These were markers that pointed the way to the location of the hidden altar. Lone Wolf dismounted and gave his horse a psychic command, willing her to relax and remain here on the trail. He magnified his vision and pinpointed the altar high upon the slopes of the mountainside. His stomach churned as he regarded the sheer slopes and quickly he decided against climbing them. Instead, he formed the spell-shape in his mind that he had learned from his friend, Guildmaster Banedon. As the Brotherhood spell of Levitation began to take effect, he willed himself to rise and began his dizzying ascent towards the distant altar. He was within a few yards of the ancient stone block when the spell suddenly and unexpectedly wore off. As he fell, instinctively Lone Wolf struck out and grabbed hold of a tangle of roots that were protruding from the base of a bird's nest. An angry mountain eagle shot from the nest and circled menacingly overhead as Lone Wolf dangled beneath its lair. Using his powers of Animal Control, the Kai Lord commanded the errant bird to leave and it flew away without challenge. Struggling to maintain his grip, his left arm having been sorely weakened by the Nadziran's bolt of magic, Lone Wolf eventually managed to swing himself into the nest and then leap across to the relative safety of the rocky outcrop upon which the altar was located. He was puzzled as to why his spell had failed, and he guessed that somehow the powers of the altar had acted to neutralise or block the Brotherhood spell. His first glimpse of the altar's surface was less than impressive. It was a roughly hewn slab of granite, with clumsily-jagged runes gouged out of its corners. Lone Wolf concluded that the Ancients had been overly economical in the design and construction of this altar as carefully he retrieved the korlinium box from his backpack and set it down upon the altar's centre. Tracing his finger around the simple runes was not the most difficult task that had ever challenged Lone Wolf, yet upon reaching the fourth and last corner it suddenly felt as if the stone was melting, becoming softer and less resilient to his touch. A film of grey mist arose from the stone. He felt pressure against his finger as if the mist were seeking to break the contact of his skin with the granite. Then contact was broken and suddenly the mist transformed into a billowing cloud which grew swiftly in volume. Lone Wolf's senses screamed in warning as the cloud condensed rapidly into a solid form. He recoiled as the shape took on the appearance of a squat reptilian, its crusty skin glistening black and slimy. Curved talons sprung from its gnarled hands and traces of electrical energies wound themselves around its great muscular forearms. Upon the instant that the creature was fully formed, it sprung upon Lone Wolf with breath-taking speed. He tugged the Sommerswerd from his belt and lashed out at the creature, turning aside its deadly talons with the flat of his golden blade. The creature spat venomously and struck again, this time targeting Lone Wolf's throat. The Kai Lord parried the attack, yet in doing so he momentarily lost his footing and stumbled to his knees. The creature seized the advantage and kicked out with its clawed foot, catching Lone Wolf in the chest and sending him tumbling over the edge of the outcrop. Desperately Lone Wolf clung to the edge of the rocky ledge with the fingers of his good arm. Fear gnawed at his insides as he looked up to see the creature's ugly face peering over the outcrop. It seemed to be relishing his precarious situation. Slowly and deliberately, the creature raised its clawed foot and got ready to stamp down upon Lone Wolf's grazed fingers. During his fall, Lone Wolf had lost his grip upon the Sommerswerd and now it was held precariously, sandwiched between his forearm and the edge of the outcrop. He endured two vicious stamps from the foot before he was able to take hold of the sun-sword with his left hand and point it at the merciless creature. The blade caught the final rays of the sun just moments before it sank behind the mountain peaks, and it was transformed by the solar power. A blinding blast of golden flame erupted from the tip of the divine blade and collided with the creature's chest. The creature shrieked with surprise and agony and then, in a brilliant flash, it was gone. Lone Wolf gasped for breath as he dragged himself painfully onto the outcrop. He sent a silent prayer of thanks to Ishir for sparing his life and then he pulled himself to his feet and approached the altar to trace the final rune with his bloodied index finger. Moments later, a crack of thunder burst from out of the clouds above the peak, and a pencil-thin beam of crimson light came searing dawn to destroy the box with a single blast. Lone Wolf was knocked backwards by a wave of scorching air that singed his face and tunic. As he regained his senses, he saw that the surface of the altar was glowing red hot and the box containing the Terror Disk had completely disappeared. A smile of grim satisfaction spread over Lone Wolf's pained face. His quest was complete.

Three weeks later, Lone Wolf has back safely within the walls of the Kai Monastery. Far beneath the Tower of the Sun, in the vault constructed of granite and gold that was his private chambers, he was warmly congratulated by Lord Rimoah for the success of his dangerous quest. Yet Lone Wolf sensed that all was not completely in order.

“What disturbs you, old friend?” he asked.

“Your senses are keen indeed,” replied Rimoah, reluctantly. “I had hoped I'd be able to tell you later, after you have had time to recover fully from your ordeal in the Chah Mountains.” Lone Wolf gave his friend a puzzled look. “Well, perhaps it's better you know now,” continued Rimoah. “A new evil has arisen during your absence from the Monastery. It is an ancient evil and one that can only be countered by the skill and abilities of a Kai Grand Master. And there is only one Grand Master . . .”



The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: MICHAEL PERRISS
Age: 14
Address: Scotland
Hobbies: Lone Wolf books, computers, fishing reading, football, basketball.
Would like a pen-pal, male or female, age 14+ with similar interests.

* * *

Name: ‘King Fat’ BOBBY CHEUNG
Age: 16
Address: England
Hobbies: Reading Lone Wolf books, martial arts, watching video films, computer games, badminton, snooker, geography, travelling.
Would like a pen-pal, preferably female, with similar interests, aged 16–17 yrs.

Name: JULIAN EGELSTAFF
Age: 20
Address: Canada
Hobbies: Lone Wolf, bicycling, writing, reading, history, philosophy.
Would like a pen-pal (male or female) who is interested in sharing their experience of Lone Wolf.

* * *

Name: ERIC HOOI Age: 13
Address: Malaysia
Hobbies: Lone Wolf books, computer games, piano, sports.
Would like a pen-pal, boy or girl, age 12–14, similar interests. Please send a photo if possible.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME:..

ADDRESS:..

....ZIP / POST CODE ....AGE........................

YOUR
HOBBIES / INTERESTS ....

....

TYPE OF PEN-PAL YOU WOULD LIKE..

....

Fill in this form in BLOCK CAPITALS please, and send it to: LONE WOLF CLUB (KK), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

News from the Monastery

Joe Dever will be one of the guests of honour at this year's **European GEN CON** Game Fair, to be held on 27th–30th April at Pontin's Holiday Centre, Camber Sands, Rye, Sussex (UK). The convention is run by TSR Ltd., the *Dungeons & Dragons* company, and it is Europe's largest residential gaming event. Over 2,000 players from around the world will be arriving to participate in hundreds of games and events such as fantasy role playing adventures, sci-fi games, tabletop fantasy battlegames with miniatures, fantasy & historical wargaming, computer games, network games (with linked computers), freeforms, LRPs, and boardgames. There will be trade stands, a charity game auction, a fantasy art show, seminars run by authors, artists, and game designers, and several 'murder mysteries'. The registered tournaments offer valuable prizes, including chances to win trips to the USA.

Joe will be umpiring two tabletop battlegames, one on Friday 28th and one on Saturday 29th, using tabletop terrain and miniatures from his personal collection. These games will be set in Magnamund and each will run for eight hours. Lone Wolf Club members wishing to take part in one of these games are advised to register for them in the reception area before 10pm on Thursday 27th April. Please note that no tickets will be available at the door. If you wish to attend the convention, you must purchase your ticket by mail before the convention starts. Full details are available from TSR UK Ltd., 120 Church End, Cherry Hinton, Cambs., CB1 3LB, UK. Tel. 01223-212517 / Fax 01223-248066.

Red Fox Books and the **Lone Wolf Club** are delighted to announce that contracts have been agreed with Joe Dever for the production of a further five titles in the Lone Wolf New Order series (books 24-28). The titles of these future Lone Wolf adventures will be: **Rune War** (LW24), **Trail of the Wolf** (LW25), **The Fall of Blood Mountain** (LW26), **Vampirium** (LW27), and **The Hunger of Sejanoz** (LW28). Joe has already completed the manuscript of Rune War (#24), and Brian Williams is currently hard at work on the illustrations. The publication date for Rune War is set for October 6th 1995.

Back issues of the following Club Newsletters are available (Nos. 21–28) at £1.50 (UK), $4.00 (US), £2.25 (O/seas) each. As usual, UK £ cheques & POs should be made payable to the Lone Wolf Club; US $ checks & POs should be made payable to Joe Dever. Please send your orders to the Club and mark your envelope 'Newsletter Backorders'.

Please note that photocopies of the original manuscript of the US edition of the **Magnamund Companion** are no longer available. Senator Publications are currently seeking to acquire the publishing rights to this title with the aim of reprinting later this year it in a proper bound edition. We will keep you informed of their progress.

Any eagle-eyed Kai Lords who attended this year's European Computer Trade Show, held last month at the Olympia Grand Hall in London, may have caught a glimpse of **Joe Dever** enjoying a tankard of ale with Fighting Fantasy writers **Steve Jackson** and **Ian Livingstone**. Steve and Ian have long since given up writing Fighting Fantasy adventures (they leave this 'chore' to an army of ghost writers at Penguin books), but they are both still actively involved in games and gaming. Steve Jackson writes the weekend games page for the *Daily Telegraph*, and Ian Livingstone works for the computer games company *Domark* where he is in charge of product development. Joe attended the show at the invitation of Sony Electronic Publishing who have asked him to develop a 'Steven King-style' horror role-playing game for their incredible new games machine—the PS-X (also known as the 'Playstation')—which is due out in the UK this Christmas. We hope to prise further details out of Joe about this exciting games project, and we'll keep you posted about its development in future newsletters.

A free copy of 'The Skull of Agarash' is available to club members who **submit a short story** that is published in the Club Newsletter. All you need do is write and send in a Lone Wolf short story of approximately 350–500 words. If your story is picked for publication, a signed copy of the first Lone Wolf Graphic Novel will be yours. Send your stories to: Lone Wolf Club, Short Story Submissions, 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK).

EXTENDED COMBAT RESULTS TABLE

COMBAT RATIO / RANDOM NUMBER	0 / 0	+1 / +2	+3 / +4	+5 / +6	+7 / +8	+9 / +10	+11 / +12	+13 / +14	+15 / +16	+17 / +18	+19 / +20	+21 / +22	+23 / +24	+25 / +26	+27 / +28	+29 / +30	COMBAT RATIO / RANDOM NUMBER
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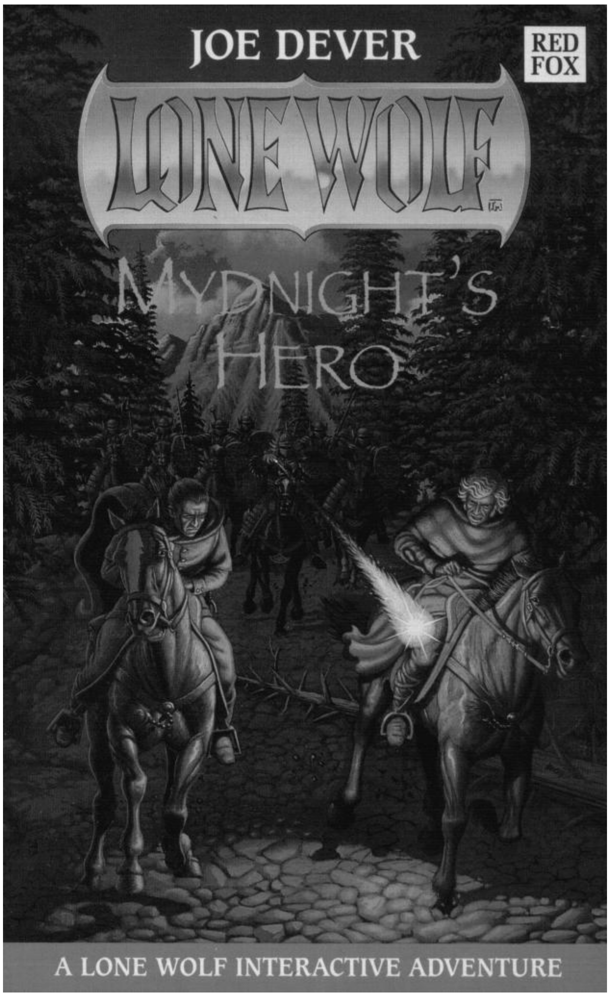
E = ENEMYLW = LONE WOLF   K = DEAD

DEVISED BY N. DREW

Lone Wolf Club Competition No. 27—errata

The ages of the following winner and runner-up in the recent '**Make a Monster**' competition (Newsletter No. 27) were printed incorrectly in the last Club Newsletter. The correct details are as follows: **Class 11s to 14s:** The Winner—**Giles Gibbs (13)** of Leicester. **Class 15+:** Runner-up **Patrick Stanton (18)** of Roanoke, USA. We apologise to Giles and Patrick for the errors.



The King of Siyen has been assassinated. Prince Karvas is the sole heir to this rich and powerful realm, but he lives in exile in distant Sheasu—'the Isle of Lost Heroes'. In his absence, evil baron Sadanzo and his army of ruthless robber Knights have staked their claim to the vacant throne.

In **MYDNIGHT'S HERO**, your quest is to voyage to Sheasu and track down Prince Karvas in the fabled city of Mydnight. Once found, you must persuade him to return with you to Siyen without delay. You have only 50 days in which to complete this challenging quest or Siyen will be enslaved by the tyrannical Sadanzo and his brutal followers.

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Order now and your signed copy of 'Mydnight's Hero' will be sent to you on or shortly before publication on May 4th 1995. To order, just fill in the box below, indicating how many copies you require in the space provided. Send your completed form, or a copy of it, together with a cheque or postal order for the correct total, to: LONE WOLF CLUB, LW23 BOOK OFFER, 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

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EVIL IN THE GRAVE

by David Hebblethwaite

From the moment he'd woken up that morning, Supreme Master Lone Wolf had sensed that he would receive bad news before the day was out. He could feel it in the very air around him that something terrible was going to happen very soon.

The bad news did not come until late in the afternoon when a small group of Kai Masters returned to the monastery. The leader of their group, Raging Bear, had been killed by a crossbow bolt whilst demonstrating to the others how best to resist hostile plants. It had been a surprise attack and, unfortunately, the unknown assassin had got clean away. Lone Wolf ordered that Raging Bear's burial should take place without delay. Every member of the New Order was present, as were Lord Rimoah and Guildmaster Banedon, yet nobody noticed the strange red-robed figure that slipped a dark object into Raging Bear's coffin before his lifeless body was placed inside the wooden box.

Lone Wolf awoke with a start, cold sweat trickling down his face. There was a perceptible atmosphere of evil permeating his chamber. As he rose and walked outside, he could sense the evil growing stronger. He woke two of his Grand Masters, Fire Horse and White Owl, and ordered them to accompany him. By now his finely-tuned senses detected that the evil came not from within the monastery but from a place outside the walls, a place close by. As the three Kai left by the monastery gate, they were drawn by instinct towards Raging Bear's gravesite. Using spades that were stored in a nearby hut, the Grand Masters began the grisly task of exhuming the buried coffin. During this time not a word passed between them. No words were necessary for they sensed what had to be done, and mechanically they got on with the grim job.

When at last the coffin was raised and the lid prised open, Lone Wolf saw at once that it contained the source of the evil that had awoken him. There, lying beside the rigid body of Raging Bear, lay an accursed Doomstone. The Grand Masters peered down at it, fearfully. Suddenly, Raging Bear's arms thrust forward and his stiff fingers grabbed White Owl by the throat. Fire Horse pulled away instinctively, but Supreme Master Lone Wolf stood his ground and launched a powerful psychic attack directly at the glowing gem of evil. Arcs of power crackled noisily around the coffin and the Doomstone began to shudder and vibrate wildly. Suddenly there was a deafening *Crack!* and the black gem shattered into a million tiny shards. Raging Bear's corpse-green hands released their grip upon White Owl's throat and dropped limply by his sides. It was over. The evil had been destroyed and peace had been restored to Raging Bear's spirit.

Lone Wolf and the Grand Masters reburied the coffin and all three offered prayers to the Goddess Ishir to ward off evil entities. By use of his healing skills, White Owl was able to make a swift recovery from his wounds. Yet, as the three noble Kai returned to the Monastery gate, they were aware of a chill wind whistling through the trees of the dark forest. It made them shiver, but not from the cold. Raging Bear's assassin was still at large, somewhere out there in the timberland surrounding the fortress of the Kai, and all three could sense that it was waiting in the shadows for the chance to strike again.

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With the armies of darkness swarming across the border, Silent Wolf begins a desperate journey to warn King Ulnar of the impending doom. He must succeed for he is now the last of the Kai—he is now **Lone Wolf**.

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London-born **Joe Dever** worked as a professional musician in the recording industry in both Europe and the USA before he began his writing career in the early 1980s. For the Lone Wolf Audiobook series Joe has combined his extensive musical and writing talents to bring to life a whole new world of high adventure.

Edward de Souza is an acclaimed Royal National Theatre actor whose work includes many West End productions, film and TV. He is perhaps best known for his velvet-voiced narration of the BBC Radio 4 Man in Black horror / mystery series.

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Please allow 21 days for delivery.

COMPETITION RESULTS

Thanks to all Lone Wolf Club members who entered the 'Voyage of the Moonstone' competition. We received over 320 entries, making it one of the highest responses we've ever had for a regular club competition. The answers to the competition were as follows:

1. Nine
2. Vassagonian Tree Spider
3. River Khorda
4. The broadsword "Raumas"
5. Lord-lieutenant Fernant
6. A blue turban.
7. Khazullo, the Funtal of Fio Fadali
8. Eman
9. Lencia
10. Hikas
11. Zakhan Shoualli
12. *The Pride of Sommerlund*
13. Torvax
14. Simoom
15. Élite troopers from King Ulnar V's Court Cavalry Regiment

The Winner

The first correct entry, drawn at random from all entries received by the 1st April 1995, was sent in by:

Mike Korsakov
of San Francisco, USA.

Mike won a pair of Halina Discovery 8x30 binoculars.

Runners-up

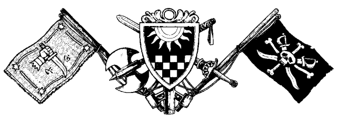
The three runners-up were:

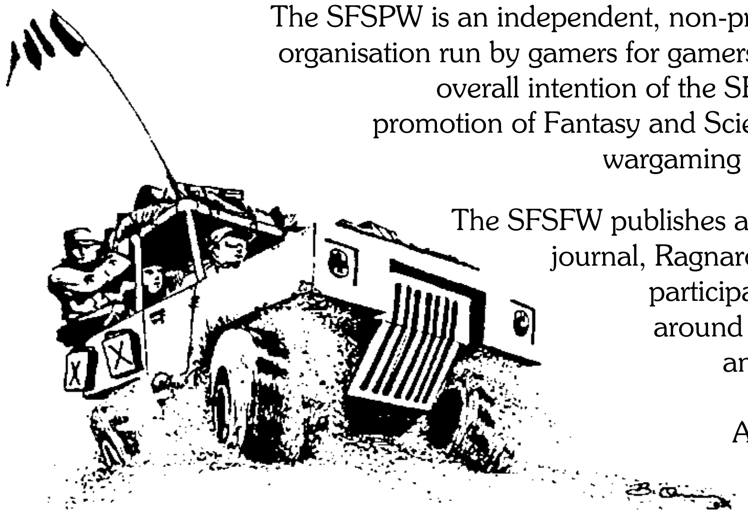
Kevin Short
of Gateshead, Tyne & Wear.

Dave Ellis
of Macclesfield, Cheshire.

Harris Kenton
of Swindon, Wilts.

Congratulations to Mike, and also to Kevin, Dave, and Harry who each won signed copies of Lone Wolf 22: The Buccaneers of Shadaki.





The Society of Fantasy & Science Fiction Wargamers

SFSF

The SFSPW is an independent, non-profit making organisation run by gamers for gamers. The basic overall intention of the SFSFW is the promotion of Fantasy and Science Fiction wargaming at all levels.

The SFSFW publishes a bi-monthly journal, Ragnarok, presents participation games around the country and stages an annual AGM / Open Day.

Subscriptions for the SFSFW run for one year. Members joining the year will receive all six issues of Ragnarok for that year. UK, BFPO & USFO—£10, Europe—£12 and Rest of World—£18. Please send your Cheque / Postal Order / Money Order (made payable to SFSFW) to: The Treasurer, Simon Evans, 73 Avonleigh Road, Bedminster, Bristol, BS3 3JA.

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Lone Wolf Club

COMPETITION

THE BUCCANEERS OF SHADAKI

This issue's competition is based around events and details which occur in 'The Buccaneers of Shadaki'—the second adventure in the Lone Wolf New Order series All you have to do is answer the following questions correctly (neatly on a separate sheet of paper) then send it, together with your name, address, Kai rank & age, to the club at the address shown below.

All entries must be submitted no later than 21st August 1995. Any received after this date will not be counted so please be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 18th September 1995.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a **Panasonic RQ-P202 Personal Stereo Walkman cassette player**. This high quality walkman has auto reverse, a 3-band graphic equaliser, a metal tape facility, fast forward & rewind features. It comes with lightweight headphones, a belt clip and batteries. The next three correct entries will each win signed copies of Lone Wolf 23—Mydnight's Hero.

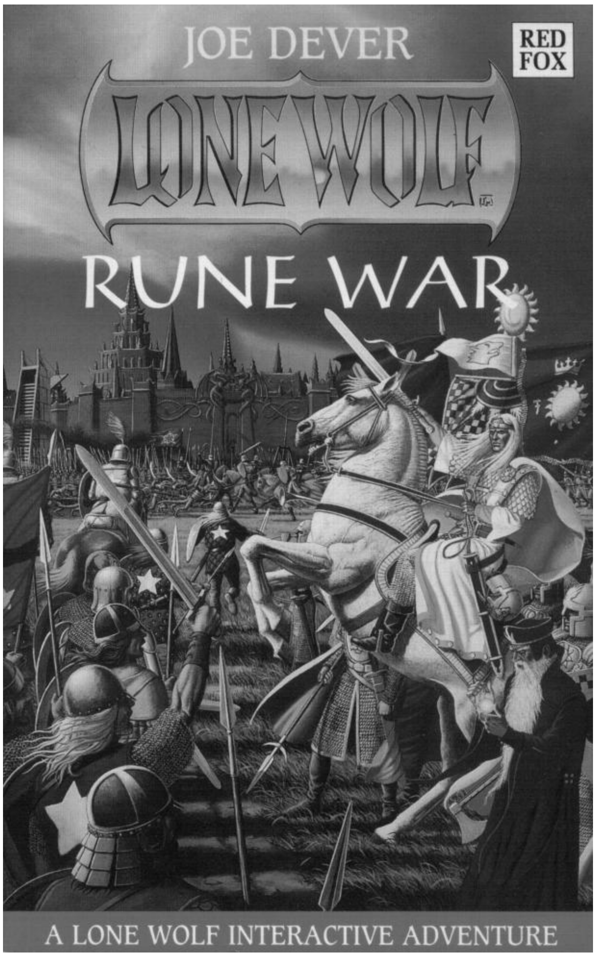
Good luck!

---

1. What is the name of the leader of the Shianti exiles?
2. Why was Oriah unable to leave Sesketera's citadel?
3. How many Nhang dolls were made for Emperor Hyunstai?
4. What was the name of Captain Jenkshi's ship?
5. Name the strait which separates the Isle of Kobra from the Shadaki mainland?
6. What is 'The Dragon's Tail'?
7. What kind of creatures are raced at the Caeno Derby?
8. What does 'Dlash-da Ralzuha' mean?
9. In which street and city would you find the Singing Lamb tavern?
10. Describe the mark of Siyen?
11. What is the Lucky Horse Inn famous for?
12. Who was the first emperor of Shadaki?
13. In which year was the empire of Shasarak the Wytch-king destroyed?
14. Why did journeyman Melchar spend six months in the city of Tiklu?
15. Who was the captain of the *Embassage?*
16. At the mouth of which river is located the town of Kao?
17. What nationality was Princess Fahra?
18. What was the valuable cargo carried aboard the *Vargas?*
19. What is the name of Tiosanna's daughter?
20. How many heads decorate the great harbour gate of Suhn?

Send your answer sheet (including your name, address, age) to: THE LONE WOLF CLUB (Q29), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

Newsletter No. 30



Publication Date
2nd November 1995

Evil Lord Vandyan of Eldenora has unearthed the lost secrets of the rune magics used by Agarash the Damned during his ancient conquest of Magnamund.

Empowered by his discoveries, Vandyan unleashes his armies upon the peaceful realms of the Free Alliance with swift and devastating effect.

Lone Wolf, Supreme Master of the Kai, leads the crusade to defeat Vandyan before all Magnamund succumbs to his tyrannical rule.

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ADVENTURE AND DUTY

by Jeffrey Cross

Blade Dancer circled his opponent carefully and kept his sword raised. The fight had gone on longer than it should have, and despite his Kai Disciplines, he was beginning to tire. Blade Dancer quickly wiped away the sweat from his eyes with the back of his free hand and switched to a different stance. His foe continued to mirror his movements and wait for a better chance to strike. Blade Dancer knew this man's skill well enough to know he wouldn't be drawn by a feint or lured into making an impatient attack. Speed was not in Blade Dancer's favour, even with his Grand Huntmastery ability he'd barely been able to deflect the last flurry of strokes. The outcome would be determined by skill alone.

An audience had formed and they were hushed in anticipation. Blade Dancer was barely aware of their presence; he was focused on his foe, his eyes and his ever-shifting centre of balance. Blade Dancer stopped; his opponent froze in response. In unison they shifted their weight to the balls of their feet in readiness to spring. *Reach!* The thought flashed through Blade Dancer's mind. *Remember, your height gives you the advantage of reach—use it!* But then his thoughts were scattered by instinct as his foe launched his attack.

Blade Dancer deflected a waist-high swing and riposted at his chest. The swordsman batted aside the thrust and struck again, lower this time, moving in closer to put weight behind the attack. Blade Dancer blocked the thrust squarely upon his longsword and took a few hurried steps backwards, wary that his superior reach would be negated if his foe were to get in too close. Clearly, the swordsman was aware of this. He moved in and Blade Dancer brought his weapon up in a diagonal uppercut slash. But his foe was prepared for this blow and he sidestepped it with feline fluidity His wicked counterattack came swiftly; it started like a lazy swing but fast transformed into a thrust. Blade Dancer parried the strike, but only just, and he was forced back several paces more.

Blade Dancer judged that this formal fencing was getting him nowhere. He'd been fighting with skill but without fire and flare, and his opponent had had no trouble matching him blow for blow. Perhaps the time had come to be more daring.

His adversary was pressing his attack for all it was worth, trying to force Blade Dancer off balance. A few of the onlookers were beginning to shout encouragement, but the young Kai Lord was concentrating entirely upon the fight and he couldn't tell for whom they were cheering. For several more attacks Blade Dancer parried the blows successfully, yet he was steadily losing ground. Sweat trickled into his eyes and he jerked his head to the side to clear his stinging vision. Blade Dancer drew deeply upon his Kai reserves and tried to mask his fatigue from his determined adversary.

Blade Dancer held his foe with his steady gaze and took his chance. After receiving four scything blows in quick succession, he guessed that his enemy was about to make a thrust. If he didn't . . . it would all be over. As the swordsman began his attack, Blade Dancer halted his steady retreat and lunged forwards, twisting his body as he advanced, driving his sword upwards.

The swordsman's thrust skewered the air where, had he not twisted his torso aside, his heart would have been. Blade Dancer's sword struck his enemy's elbow. There was a crack, a yelp of pain, and his sword clattered to the ground. Blade Dancer's sword came to rest beside his opponent's neck.

The watching audience applauded and roared with approval. A smiling Blade Dancer stepped back, faced the crowd, and essayed a few strokes in the air that ended with a dramatic pose. The onlookers hooted with delight Blade Dancer relaxed and casually picked up the fallen wooden practice sword which he handed, hilt first, to his friend.

"I think you dropped this," he said, trying hard to contain a grin that threatened to split his face in two. Iron Leaf, cradling his bruised elbow, took the practice sword with a sour look on his reddening face.

"You have no right to be so lucky," Iron Leaf grumbled under his breath, but as he raised the wooden blade he began to smile.

"Not luck, my friend. It was all Grand Weaponmastery." Blade Dancer looked over his shoulder at a group of his Magnakai students who were chanting his name in unison. Beyond them he caught sight of a figure standing at the edge of the practice field. His features were indistinct, but his aura of his power was unmistakable.

Supreme Master Lone Wolf stood there, clapping his hands appreciatively, a wry smile playing upon his lips. He was shaking his head ever so slowly and Blade Dancer, his vision now magnified, knew at once the message that Lone Wolf's look conveyed. The manoeuvre was effective in this instance, but brash. In a real fight the young Grand Master would have been seriously wounded, probably killed. Yet the move had paid off, and so Blade Dancer met his mentor's steely gaze and saluted crisply. The younger students finally became aware of their leader's presence and hurriedly they copied Blade Dancer's salute. Lone Wolf returned their salute and, as he turned to leave the training park, the students hurried away to resume their duties.

"I wonder what Lone Wolf thought of our match?" Blade Dancer mused aloud as he and his fellow Grand Master returned the sparring equipment to the armoury. "He's watched us practice many times, but I think I would have fought differently if I had known that he was watching. I know for sure I wouldn't have tried that last feint."

"That's probably why he didn't announce his presence," replied Iron Leaf, "so he could observe our individual styles without his direct influence. I think we're a bit self-conscious under his gaze. But I'm surprised he took the time to watch us this day, what with the preparations and all . . ."

"So am I. After all, returning the Moonstone is no small matter." Blade Dancer snorted. "Then again, for Lone Wolf it's probably just business as usual."

As they left the armoury and returned to the afternoon sunlight, Iron Leaf looked up at his friend with amusement. "I'd hardly call returning to its creators the object from which all time is measured 'business as usual'."

"But look at what he's done already! Destroyed the Darklords, several in personal combat, survived in the harshest regions of Magnamund, travelled to the Plane of Darkness—the Dark God's domain! Compared to all that, this mission is routine. I know how crucial it is, and what would happen if the Moonstone were stolen by evil agents en route, but our Supreme Master has faced those odds before and he has triumphed every time. He is larger than life itself!"

Iron Leaf noted the reverence in his friend's voice. Being two of the highest-ranking Kai Lords in the New Order, they often personally trained with Lone Wolf. It was difficult not to be overwhelmed when in his company.

"There are still adventures out there, don't you worry. Our lives are never going to be boring." He thumped Blade Dancer's shoulder before heading off for his next training session.

Blade Dancer had his own duties but he kept thinking about Iron Leaf's last remark. His friend knew what lay in his spirit. Adventures. Glory. Even preparing for sleep he couldn't clear his mind of the tales he'd heard told of Lone Wolf's exploits. At such times, Blade Dancer often played his lyre to ease his mind, but instead of a soft ballad, this night he found himself playing an epic recital about Sun Eagle. Adventure, he thought, as he put the lyre back into its ornate rosewood case, what a selfish thing to crave. Running around Magnamund doing death-defying feats just so that my name will be committed to song and spoken in the same breath as Sun Eagle and Lone Wolf. Getting a reputation and impressing people, bah! as if that's what being a Kai Lord is all about. I should be honoured just to be where I am now. Twenty years of age and already a Kai Grand Master. I have a bigger responsibility to train the initiates and help maintain the strength of the Kai. We're not so numerous that a Grand Master can just lake off in search of adventure when the whim takes him. Fulfilling my duties here will have to be enough.

Blade Dancer blew out the candle and flopped out upon his bed. He stared at the ceiling for some time, willing himself to be calm. It will just have to be. Shortly after waking up the next morning there was a knock at Blade Dancer's door. Upon answering it, he found Saber Fox standing at attention.

"Grand Master, our liege Lone Wolf wishes to see you in the Vault of the Sun . . . immediately."

Blade Dancer swallowed hard and for a few seconds he felt strangely faint. Then he regained his composure. "Give me a moment," he said, and closed the door. Hurriedly he dressed in his tunic and cloak, and all the while his heartbeat pounded loudly in his ears.

The Vault of the Sun!? Lone Wolf rarely summons his Kai to the vault. Only missions and quests of the utmost importance are discussed there. I wonder if this has anything to do with the Moonstone? By Ishir! It must be. Iron Leaf was right after all. Our lives are never going to be boring!

The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: DEREK CURTIS Age: 21
Address: England
Hobbies: Reading, writing, drawing, model painting & weightlifting.
Would like a pen-pal, male or female, who is imaginative and is interested in writing a book.

Name: BEN SMITH Age: 9
Address: England
Hobbies: Lone Wolf books, tennis, football, writing, TV & video games.
Would like a male pen-pal, with similar interests, about the same age, too. Please send photo & Kai rank.

Name: ALISON WILKES Age: 12
Address: England
Hobbies: Adventure gamebooks, computers, rock music, rollerblading, fantasy & sci-fi.
Would like a pen-pal, boy or girl, any age, similar interests, any country.

Name: JEREMY J MYERS Age: 21
Address: USA
Hobbies: Lone Wolf, biking, reading, canoeing, camping, making medieval replica weapons, ultimate Frisbee.
Would like a pen-pal (male or female), any nationality, with similar interests. Age 15+

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME:...
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YOUR HOBBIES / INTERESTS ....
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TYPE OF PEN-PAL YOU WOULD LIKE...
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Fill in this form in BLOCK CAPITALS please, and send it to: LONE WOLF CLUB (KK), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

News from the Monastery

Firstly, we would like to offer **apologies on behalf of Red Fox** for the delayed release of Lone Wolf 23: Mydnight's Hero. Although scheduled for publication on May 4th, the first UK printing of this book had to be withdrawn shortly before this date due to the number of serious production errors that it contained. The correct and complete edition was subsequently released in August. Written notification of the problem was sent to all club members who pre-ordered LW23, and we would like to thank you all for your patient support whilst the problem was rectified.

During the summer of 1995, Joe Dever completed work on the manuscript of **Lone Wolf 25: Trail of the Wolf**. Brian Williams has recently delivered the cover art (stunning!) and internal illustrations for this title, and first UK publication is scheduled for the end April 1996. Further details about Trail of the Wolf will feature in the next Club Newsletter.

Also featuring in the next newsletter will be a specially extended **Gwynian's Forum** feature in which we shall be answering some of the most frequently asked questions about Lone Wolf and the World of Magnamund. If you have questions about any aspects of the series that you'd like answered in print, now is the time to send them in. (Please send your questions to Lone Wolf Club Secretary, Gwynian's Special Forum, 39 Corfe Way, Broadstone, Dorset, BH18 9ND England).

Release of the first edition of the **Lone Wolf Fantasy Battle** Rules system (first mentioned in Newsletter No. 26) has been postponed until next year. LWFB is currently undergoing extensive playtesting and a wide supporting range of miniature figurines are being prepared by Matchlock Miniatures. We will keep you informed of further developments in future Club Newsletters.

Joe Dever will be attending the **1996 European GenCon** organized by TSR (UK) Ltd., as a Guest of Honour. Following 1995's sell-out success (over 2,200 attendees), this mega-gaming event has been moved to bigger and better facilities. The 1996 convention will take place at Loughborough University in Leicester on Sept. 5th–Sept. 8th. Those of you who are interested in attending are advised to book early. Over 2,500 delegates are expected next year. Further details can be obtained from Denise Lyne at TSR Ltd., 120 Cherry End, Cherry Hinton, Cambs., CB1 3LB (Tel: 01223 212517).

Joe Dever and John Grant have announced that they shall be taking a break from writing further titles in the **Legends of Lone Wolf** series during 1996. Both authors are contractually committed to other projects that will be keeping them very busy next year. Joe will be working on further Lone Wolf New Order adventures, the Lone Wolf Fantasy Battle system, and a games project for the Sony Playstation, and John has been commissioned to work with friend and fellow-author John Clute on the second edition of the definitive Encyclopaedia of Science Fiction (both the printed and CD-ROM versions).

Back issues of the following Club Newsletters are available (Nos. 19–29) at £1.50 (UK), $4.00 (US), £2.25 (O/seas) each. As usual, UK £ cheques & POs should be made payable to the Lone Wolf Club; US $ checks & POs should be made payable to Joe Dever. Please send your orders to the Club and mark your envelope 'Newsletter Backorders'.

Newsletter subscriptions—clarification. Please note that your present subscription fee covers you for the cost of five Club Newsletters, and not just for the period of one calendar year (as implied in some of the membership enrolment forms). Currently we are producing an average of 3-4 newsletters per year.

Copies of the second Legends of **Lone Wolf Audiobook** *(The Dark Door Opens)* are still available to club members, priced at only £5.50 each (US $15—airmail) inc. P&P. Orders should be sent to Senator Publications, PO Box 2153, Brentwood, Essex, CM15 0AB. UK £ cheques & POs should be made payable to Senator Publications; US $ checks & POs should be made payable to Joe Dever. Please allow 14 days for delivery.

LWC Newsletter No. 29

COMPETITION RESULTS

LWC Newsletter No.29 'Buccaneers of Shadaki' Competition

The Answers

1. Acarya **2.** Sesketera was holding her friends hostage **3.** 100 **4.** *The Azan* **5.** Kastrow's Door **6.** The overland route from Masama to Kitaezi **7.** Guanza **8.** Junkyard of the Ralzuha **9.** Spike Street, in Pforodon. **10.** A Crown & a Star **11.** Its gaming tables **12.** Jublazh Khyr **13.** MS 5054 **14.** He was studying at the workshops of a famous silversmith **15.** Captain Leonghi **16.** River Ocka **17.** Siyenese **18.** Silk **19.** Hami **20.** 120

The Winner

The first correct entry drawn at random from all entries received by 21st August '95 was sent in by:

Jonathan Spink (15) of Debenham, Suffolk (UK).

Congratulations to Jonathan who won a **Panasonic RQ-P202 Personal Stereo**.

Runners-up:

Sam Garfield (12) of Worcester.
Sean Thomas (11) of Long Sutton.
Vince Malchek (16) of Modesto, CA (USA).

Congratulations to Sam, Sean, and Vince who each won signed copies of Lone Wolf 23: Mydnight's Hero.

ALOHA!

Darrell Wong recently discovered the World of Magnamund whilst browsing the shelves of his school library in Pearl City, Hawaii. Having since completed the first twelve adventures, he's a self-confessed Lone Wolf addict who is just about to embark upon the Grand Master series. In an open letter to Gwynian the Sage, he reveals the tricks and techniques he used to triumph against all the odds. Were his methods fair or foul, or faintly familiar? We'll let you be the judge of that…

I've spent many enjoyable hours in the first 12 adventures of the Lone Wolf series, and let me tell you… this is a real winner! First off, how I got to know the series. I was in the library, see… and then, I believe it was #4 I saw, I read it… and from there I was hooked. Hey, whaddya expect?! I soon found out that it was indeed a series, meaning that you're not supposed to go through #4 before finishing 1–3. Of course, the library didn't have 'em. And I'm sure that some players figured they'd take a short cut (you know—cheat!) and start later on, instead of slugging it out from Flight from the Dark. How to prevent this, I asked. Well, the perfect answer is already there—the Kai Disciplines. These skills, without which staying alive becomes real difficult (and in a few instances down-right impossible), start off few in number. Out of 10 (quite an impressive range I must add) you begin with 5. Additional skills can be gained only by… that's right, you guessed it… completing adventures. Shrewd.

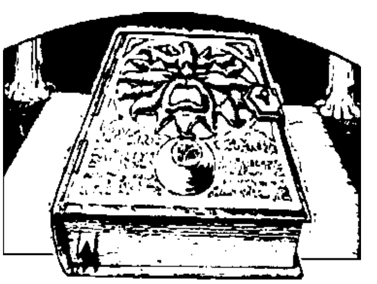
Not only that, but some items… some very powerful, very important, very useful items… are one-of-a-kind treasures that can only be obtained in one of the twelve volumes. Skip those books and you'll never get your hands on those items.

I, of course, am not into losing out on treasures or special skills, so I started where everyone would start: the beginning. Darklords massacre the Kai; Giaks and Drakkarim swarm everywhere, and a fresh-out-of-the-box Kai initiate called Silent Wolf has to find his way to Holmgard all alone.

Since this was the first volume, of course, it was also the easiest. For the most part I wasn't in too much danger. Of course, I was swift and resourceful, and knew which 'instant-unavoidable-deathtraps' to avoid. I got to Holmgard alive and, well, easily.

From there it was straight into part 2—off to Durenor to get the super-powerful Sommerswerd, the Only-Weapon-That-Can-Slay-A-Darklord (except an Orb of Death, or a Darklord Weapon, or a Zejar-dulaga, that is). It was an ordeal and I faced adversity at almost every step, almost as if my enemies KNEW I'd be damn near invincible once I obtained the sun-sword. I succeeded and after a few routine dispatchings of Vonotar's undead rabble, I made a triumphant return, blasted Zagarna into a Darksmudge, and closed the book on a great and successful adventure.

With Sommerswerd glowing in hand, winning battles was no sweat, and all I had to do was choose the right paths and avoid those pesky unavoidable deathtrap situations. Capturing Vonotar and saving Madelon went without a hitch. With four adventures under my belt, all that remained was to sign the peace treaty with Vassagonia and collect that last Discipline hassle-free. Of course, it wasn't that easy. Vassagonia had secretly struck an alliance with the Darklords and its new Zakhan was promised the Orb of Death in exchange for his help in exterminating yours truly…AND the Book of the Magnakai! You know, I wondered just what Lone Wolf was going to do when he reached the rank of Kai Master. I mean, he couldn't just saunter off into the sunset with most of the Darklords still alive and kicking. And those 10 skills, although nothing to sneeze at, were no way sufficient to allow him to sneak into Helgedad and destroy Gnaag. (And granted, five volumes is pretty short for a saga). Thus the Magnakai Disciplines, the quest of the Magnakai, and the Lorestones of Nyxator. That began phase 2, and once again I found myself at the bottom of the ladder, working my way up towards Grand Mastery. The first Lorestone lay in a crypt underneath the main citadel of Tekaro. After navigating a treacherous sewer system (instant unavoidable deathtrap city here!), I iced the ultra-tricky Dakomyd and got the first stone. From there it was on to Kazan-Oud, then the Danarg, then Tahou (leaving the Sommerswerd behind so that I could defeat Zakhan Kimah with the Dagger of Vashna… trust me, I'm no fan of nail-bitingly close combats), and then Torgar for the final 3. After navigating the Daziarn and getting the last Lorestone, I was at the peak of my power and couldn't be denied. I battled all the way to the Slavemaster, and once in Helgedad, made it quickly to the Tower of the Damned where Archlord Gnaag was to make his last desperate stand. There, after all the battles, all the danger, all the crises and intrigue, and all those pesky instant-unavoidable-deathtraps, I pulled out Old Betsy. And Gnaag crumbled like a cookie. Bit of an anticlimax, but I guess I'd earned the victory after all I'd been through. The rest was academic. Pull the pin on the Crystal Explosive, wedge it under the Transfusor, skedaddle for the hills and watch the fireworks as the entire wicked city was turned into a giant landfill site. Darklords perish; armies get tetchy; allies seize the moment and counterstrike to smash the enemy; lands are freed and the evil Darklords are consigned to a footnote in Magnamund's history books. That is, until book # 13.



I noticed a lot of common threads running throughout the course of the first 12 adventures and I wonder how many

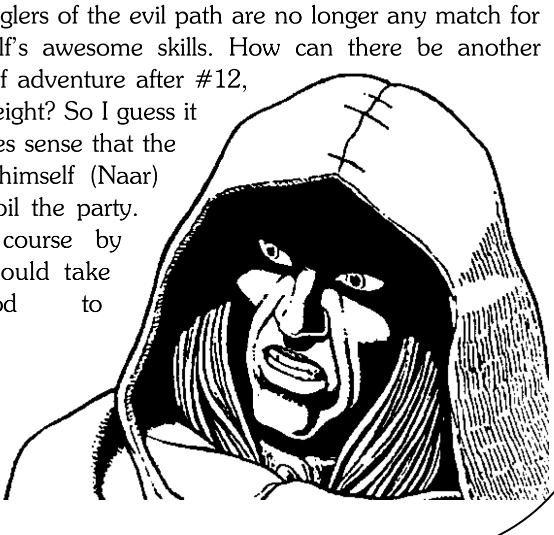
Lone Wolf can never sit back and take things easy. In Flight from the Dark, the Darklord minions are out for his blood and he has to run, run, and run a bit more until he makes it to the capital. In Fire on the Water, Holmgard has strength to stand against the enemy for only forty days. Caverns of Kalte has the approach of the winter pack ice. In Chasm of Doom, Lone Wolf has to get to the Temple of Maakengorge before the full moon does. And although Shadow on the Sand started at a leisurely pace, once the truth about the Book becomes known, it's a flat-out race to the Temple of the Majhan and don't spare the horses! In the first of the Magnakai adventures things slow down a bit, but still there is an underlying sense of urgency (get the stones before the Darklords reach Holmgard and don't delay!). In the Dungeons of Torgar, the three remaining Lorestones are about to be destroyed by Nadziranim magic. And the final two books showcase the Darklord conquest…meaning that Lone Wolf has very little time in which to gain the final victory.

Why the rush? I mean, it's a gameBOOK, not a computer game (where time is easier to measure). As a matter of fact, not too many computer RPGs have such pressing time limits; some players take weeks (months!) to finish even the most simple quests. It can take upwards of a year to gain the final victory, maybe several years (if you're still running an obsolete 286 or 386 PC), and part of the challenge is finding out what the heck that final victory is supposed to be!

Next up, it's never possible to have all the Disciplines, Kai or Magnakai. At the end of Shadow on the Sand, Lone Wolf is already trained to gain the three Magnakai Disciplines. None of the basic Kai Disciplines are a factor in the Magnakai series. (Granted, he has them, but they never have any significant importance.) Going into The Masters of Darkness, he has 9 Magnakai Disciplines. In other words, no matter how early you start, Lone Wolf never has a full plate. Why is this? I'm aware that learning to get by without builds character, and making tough choices is an integral part of any good adventure… but come on! Steering clear of the instant-unavoidable-deathtraps is enough when it comes to hard decision making. And toughing it out has its rewards. Be honest, there are SOME adventurers who'd like to go through ONE adventure fully loaded and at the head of the division.

In the preview to each adventure, it boldly states that if this is your first Lone Wolf adventure, choose your skills carefully, because the right choice of Disciplines will allow anyone to survive, regardless of how weak their initial COMBAT SKILL and ENDURANCE scores. This is true… providing your *Random Number Table* consists entirely of 9s and 0s. I really don't see any other way how a player with a base COMBAT SKILL of 10 is going to avoid getting blasted into atoms by Zakhan Kimah. Granted, winning battles isn't everything. Not getting killed outside of battle by accidents, stray archer fire, close explosions, falls, or rampaging herds of beasts that appear out of nowhere) counts for a lot, too. And for that, you need Disciplines. Otherwise, it's up to the roll of a 10-sided dice… or rather, the fall of your pencil. As the saying goes: Hit nine and you'll be fine, hit zero and away you'll go. (9 is the equivalent of a critical success in the Lone Wolf series; in battle, 0 amounts to sustaining a critical hit.) And let us not forget those situations where Lone Wolf needs a certain RANK to circumvent problems. Yes, it's possible to win every Lone Wolf adventure with CS10 and EP20 and it's possible to complete the Masters of Darkness and triumph without having completed any previous Lone Wolf books. It is also possible for a baseball team to go undefeated for an entire season, or for the player with the worst score in the final round of a golf tournament to win it. But these are both very long shots indeed. For those who like better odds, being honest and winning the adventures one-by-one with maxed-out stats is the way to go! Hey, I had no intention of losing to that repugnant Chaos-master in the Daziarn after having got so far!

With this in mind, there's something I've not been able to figure out. In Shadow on the Sand, what's the run-of-the-mill player's incentive for completing it? Since Lone Wolf becomes a Kai Master regardless of however many Disciplines he has once he's got the Book, and there ain't any one-of-a-kind special items to be had. (Hey, don't worry…I finished it all the same.) Let's recap… there's the Oede Herb. And some keys and other trinkets, including a Silver Mace (obtainable also in #6), and if you've been lugging that Blue Stone Triangle with you ever since the trip to Kalte then you finally get to put it to good use. And that's it. But never mind, I prefer not dwell on what Lone Wolf and his trinkets can do; I prefer to look back at what he (I) did. Escaped countless deathtraps by guile and stealth, rescued people, slew terrifying enemies, and never let anyone down—not even the humblest slave or prisoner. He secured the Kai legacy by recovering the Book of the Magnakai and went on to destroy the Darklords. Vonotar is dead. Zakhan Kimah, the Vassagonian warmonger and Darklord ally is also dead. The Drakkarim, Giaks, and Nadziranim have been broken and their remnants scattered across the desolation of the Darklands. The dead of Maakengorge did not rise. Kazan-Oud, the pit of evil, lies in ruins. Lord Paido is safe. The Chaos-master, scourge of the Daziarn, has been destroyed. The New Order of the Kai is prospering and growing stronger with every passing year. Sommerlund has fully recovered from the war against the Darklords. What is there left? In the battle between Good and Evil, Evil got slammed to another planet. And any die-hard stragglers of the evil path are no longer any match for Lone Wolf's awesome skills. How can there be another Lone Wolf adventure after #12, let alone eight? So I guess it only makes sense that the evil one himself (Naar) would spoil the party. And of course by now it would take a God to provide



any real danger / challenge to Lone Wolf. It seems to me that the Darklords were just the supporting band; now the main act is getting ready to occupy the stage that is Magnamund.

And about that Crystal Star Pendant…um, look, I know that it's a one-of-a-kind item, obtained in the very first book (and only if you have Sixth Sense), but you know, ah… Banedon is already pretty firmly established as an ally of Lone Wolf. So what purpose does it serve? (I'm hanging on to it because I've this nagging suspicion that it's going to be crucial in adventure #20!)

So, for me it's off to Ruel to destroy a plague virus that threatens to render all of the previous victories meaningless. Of course I'm not going to stand for that. Challenge accepted!!!

Before I go, perhaps you could answer me this question—Which is the greater danger…the enemies you fight or the enemies that can kill without even the opportunity for a fight?

After 12 gruelling books, the verdict is in: the enemies that kill instantly, without opportunity… by a mile! In the course of the first 12 books, just one of the battles was a real nail-biter: Vonotar the Traitor. And that was because I didn't have the Sommerswerd (I'll explain later) and was down to just 10 ENDURANCE points after defeating the condemned criminals and taking that damned blast of fire in the chest! But for the most part it was SLASH, HACK, SEND 'EM BACK. I had the Sommerswerd, I had a mean Mindblast, I had Weaponskill and Weaponmastery, I had Special Defences and that means I had majorly positive *Combat Ratios*. These numbers, going as high as +31, were almost always +11 or higher, which kept those enemy bodies pilin' up. And I even avoided battles that would have accomplished little or nothing, and there were a few (like the flood of giant rats in Castle Death). Which is why I wonder about that Psi-surge. At the expense of 2 ENDURANCE points you get 4 extra COMBAT SKILL points, i.e., you use the table column two to the right. Now, I've never really had to use it, because so many of my battles were mismatches, and against the real monsters like the Chaos-master, how much is the column two to the right going to help if you lose an extra 2 ENDURANCE points each round?

About the only instance Psi-surge would be of any real help is against an enemy with very high COMBAT SKILL and very low ENDURANCE, who is not immune to it. Thankfully, Vonotar was my last serious threat.

Here's the Disciplines I chose for each of the twelve adventures, and why. I wonder how that matches with other Lone Wolf players?

#1: Healing, Sixth Sense, Hunting, Animal Kinship, Weaponskill (Sword). Healing is an absolute must (no over-reliance on Laumspur or sleep for me), as was Sixth Sense. Since there are only a few good opportunities to hunt for food in the first five adventures, I had to take it while it was good for something. Animal Kinship was handy to avoid an unwanted confrontation. For the last I aimed for a CS boost and took Weaponskill; I got lucky and landed a 5 for sword, very useful for the rest of the basic Kai series.

#2: Mindblast. Since I already had Sixth Sense to unlock the powers of the Sommerswerd (it'd be a catastrophe to lose out on 8 CS points and double-damage vs. undead) and Animal Kinship to avoid getting strangled by a Helghast, I went for that little extra advantage in battle. None of the other skills really came into play here.

#3: Tracking. A real boost in getting to Vonotar's ice-fortress with the minimum of hassle.

#4: Camouflage. With the choices now running out, this seemed much more practical than Mindshield (no enemy with any Mindforce to speak of), or Mind over Matter (no real help).

#5: Mindshield. This is the only adventure of the first five that where Mindshield is really useful.

#6: Weaponmastery with Sword, Dagger & Bow, Huntmastery, Curing. With just 3 Magnakai Disciplines to kick off with, as well as Lore-circles to complete, things can get really tricky. I wanted to have the right MDs to survive, but I didn't want to sacrifice valuable CS and EP bonuses either. Briefly, I considered going for the Spirit Lore-circle straight away, but soon scotched that idea. It would take too much time, I'd face all manner of trouble, and those psychic Disciplines were not much help in the early part of the Magnakai quest anyway. I took Weaponmastery with both special weapons in mind (Sommerswerd & Dagger of Vashna), plus bow, which was a great help (I did win the Silver Bow of Duadon). Huntmastery was very, very useful, all the way from #6 to #12, and Curing was just plain VITAL, especially in identifying some helpful plants. I'm glad I had it in the taxidermist's shop, too.

#7: Animal Control. Yes, I was hot to complete the Lore-circle of Light, but I also needed to control the bestial terrors faced inside and outside Kazan-Oud.

#8: Divination. No real pressing needs, so I began to shoot for The Spirit. Divination was an invaluable asset, especially in the final adventure.

#9: Psi-surge. Limited use, of course, especially since I was pretty well-stocked, but still good to have against enemies immune to Mindblast. It proved instrumental in escaping from that prison. (As for Zakhan Kimah… read on.)

#10: Nexus. It was either this or Psi-screen, and the latter was no help here… besides, I had a tough locked door to get through. Both skills were vital in the next adventure. The lost ENDURANCE that Nexus would have saved in previous adventures was negligible.

#11: Psi-screen. Completing the Circle of the Spirit at last, and gaining a much-needed defence against the intensely psychic supernatural terrors in abundance. Those 3 extra CS and EPs against the Villains and Vonotar were a lifesaver!

#12: Pathsmanship. Neither of the two remaining Disciplines were very important in the final adventure, so this was a judgement call. Since the situation in which Invisibility could help could be surmounted by other means, I took Pathsmanship.

All right, confession time now. I didn't use any of the *Random Number Tables*. Instead, I printed out my own numbers, rows of 0s through 9s. I started with a fresh one for each new adventure. I didn't, however, cross out any numbers for COMBAT SKILL and ENDURANCE. I just automatically assumed nines for both. I did the same for the number of Gold Crowns I got at the start of each adventure. I had to be fair of course. There's no credit to be had for beating 12 or 120 adventures if you can pick any damn numbers you want. With the lines, I had to get every number at least once before starting a new line. So, assuming that the *Random Number Table* really was random, a player using it would hit each number about as many times as I did. Fair enough. Why'd I do it? Let's put it this way: I don't like important things to be left to chance. (And I used the same line for every number I picked, so quit your smirking wise guy!)

GWYNIAN'S QUESTIONS

Darrell, why did you decide that your starting COMBAT SKILL and ENDURANCE were 19 and 29 respectively? Couldn't you just pick the numbers you wanted from a line?

I could, but there's only one nine in a line of numbers, so I'd have to take an eight or less on one of them. That I could never do. It would work out even worse in the Grey Star series, what with WILLPOWER and all.

But, you know, isn't that like… cheating?

Not at all. It's possible for a player using the "fair" *Random Number Table* to hit two nines. Therefore, CS 19 and EP 29 are possible, and hence, not cheating. Simple, huh?

Why was it so important to you to be that powerful?

Hey, if you want to try to make it through twelve adventures at 10 and 20, be my guest. The fact is that many battles are downright unwinnable without decent scores, and I don't care what you read in the Kai Wisdom section. Some battles and injuries are just plain unavoidable, and if your E hits E (pretty good metaphor, eh!), then it's mission over, kiddo. By the time you battle Zakhan Kimah, if you haven't got pretty big numbers in those two pencil drops (plus plenty of tools to help you), you'll be facing a *Combat Ratio* on the wrong side of –10 and about 45 ENDURANCE Points to hack off. Now, if you don't have the aforementioned *RNT* with the big 9 and 0, your chances are pretty much zippo… meaning that either Kimah wins and the Darklords conquer Tahou (and later, after building the Transfusor, the whole damn shooting match), OR you have to go all the way back to book #1 and start again. Try that, and then let's see how "fair" it feels, wise guy!

Okay, what about those Gold Crowns? Why was it so important for you to get 19 or more for each adventure?

You can't buy if you can't pay, kiddo. Matter o'fact, if you didn't complete *Flight from the Dark* you gotta gamble in the Ragadorn gameroom just to have enough money to make it to the village alive on the carriage route. Actually, money isn't really a pressing concern from then on. You don't have to spend a thing in book 3 or 4, from 5 to 10 most of your purchases will be on similar stuff—tolls, replacement weapons, meals, bribes, rooms for the night, etc. Crowns aren't legal tender in the Daziarn, and by 12, well, no purchases necessary. But still, it's great to take a full Belt Pouch back to the monastery and watch those Crowns pile up. As they say in Ragadorn—*You can be too thin, but you can never be too wealthy.*

I looked at your 'Combats' pages, and noticed that an unusual number of them were on the plus end. WAY on the plus end! How did you feel getting so many easy victories?

Wonderful! There are few things more satisfying in the series than dispatching enemies by the truckload in one or two rounds apiece, then healing what little damage received right away. Give those bad 'n' nasty evildoers something to be really scared about. Now, I didn't just rush into battle at every chance. In fact, I avoided spurious battles at every opportunity. By spurious I mean those in which I would gain nothing from winning, or when it was readily possible to take out the foe without a fight to the death. But still, it was great being able to win at all. "If you know your enemy and yourself, you need not fear the outcome of 100 battles." Having a formidable CS helps too. As you can see, I only had a negative *Combat Ratio* a few times (and the first one, a Burrowcrawler, was a total wimp). And that's just fine by me. I don't like working with negative numbers… heck, the other challenges are enough of a pain as it is. Let the valorous morons (yes, morons… I'm not in the habit of mincing my words) have the 'honour' of winning against overwhelming odds. I say power is good, winning is good, and being in good shape for the next encounter ain't so bad either!

Um, look. I know that it is possible to hoard stuff at the Kai Monastery. And, yes, I know that you return there after each episode. But it's only supposed to be what you have in excess of the maximum allowed, n'est pas?

What are you getting at? If it's possible to keep EXTRA items at the monastery, it follows that it's possible to keep ANY NUMBER of extra items there. And if it's possible to leave them there, then it follows that it's just as possible to PICK THEM UP again!

I looked at your Special Items list for The Cauldron of Fear, and I can't help noticing that you didn't bring the Sommerswerd. And on Combats, it didn't show a final battle against Zakhan Kimah, meaning that you must have thrown the Dagger of Vashna and hit him. So I am wondering... were you told about the Sommerswerd, and how it could be construed as a handicap in the Zakhan Kimah combat?

Okay, spit it out. "CHEATER!" There, feel better now?! Okay, maybe someone did tell me that fighting Zakhan Kimah with the Sommerswerd would jack up his CS by 12, meaning I'd lose 4 points against an enemy immune to all psychics, and with 50 ENDURANCE to boot… and wouldn't you just like to know, eh? But hey, it's not like I got a free lunch or anything. After all, the Sommerswerd is worth 8 CS points, so I gave up 8 against every other enemy in book #9. Anyway, if you have the Dagger of Vashna, would YOU want to go toe-to-toe in a battle that's against you at best, and way, way against you at worst, when you can just fling that dagger into his heart and have done with it? With the real *Random Number Table*, now!

For the most part, you pretty much play it by the book. However, you take automatic 9s for CS, EP, and Gold Crowns, you leave behind whatever items you want from 5–12, and you don't use the *RNT*. Why's that?

Hey, don't knock it…just imagine if I fought with two weapons and a shield at the same time! I actually tried that once, but I came to my senses. Fact is, I don't have 'honour' (whatever that is), and I don't dive headlong into an adventure unless I know I can win it. Adventures aren't very enjoyable if you die a thousand deaths. But at the same time, everything I do is reasonable; I only fight with one weapon and a shield, I don't strap on two waistcoats, and I don't double the Weaponskill or Weaponmastery bonus if I have two weapons. So I think I've made a good compromise.

It's great that you were able to finish all twelve adventures. Much kudos. But what we're all dying to know is... did you know which decisions to make, and when to make them? Because, looking at your Combats sheets etc., it seems you deliberately avoided bad situations. Did you know in advance of these bad situations, because it certainly looks like it and so far you've said nothing about luck?

Okay, you got me. I scanned each and every adventure to find out where the instant-unavoidable-deathtraps were, and I took great care NOT to run into any of them. I did it because if I did get killed, I'd have to start over at book #1 (and I've other things to do…like the Grand Master series, OK!).

If you'd like to write to Darrell, perhaps to impart a few useful tips of your own about the Grand Master series adventures, he can be reached at the following address: Darrell Wong, ____, Hawaii, USA.

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This issue's competition is based around events and details which occur in "Mydnight's Hero"—the third episode of the Lone Wolf New Order series. All you have to do is answer the following questions correctly (neatly on a separate sheet of paper) then send it, together with your name, address, Kai rank & age, to the club at the address shown below.

All entries must be submitted no later than 12th February 1996. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 12th March 1996.

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1. What is the name of the Siyenese High Chancellor?
2. What is the occupation of Acraban's brother?
3. Who is the Inquisitor-Major of Cavalia?
4. Who or what is a Bavazanur?
5. Where did Prince Karvas marry Amarelda?
6. In which town or village would you find Shaney Street?
7. What is the name of the Guard Captain of Varedo?
8. Who is the commander of the Lucien Province?
9. Name the shadowy organisation hired by Baron Sadanzo to murder King Oridon?
10. Who is the Autarch of Bhanar?
11. Name the tradesmen's district of Mydnight?
12. Name the crewman who was killed when the *Starstrider* crashed?
13. Who or what is Fanji?
14. Where in Siyen would you find the Golden Plough Inn?
15. What river flows through the city of Bakhasa?

Send your answer sheet (including your name, address, age) to: THE LONE WOLF CLUB (Q30),
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